

## THE SIMPSONS" BARTUS SPAGE MUTANTS



Yours truly is the only one who can see 'em-so it's up to me to stop 'em. I've gotta spraypaint things, get radical on my skateboard, and in general behave like a nuisance, man. It's a good thing I've got the rest of the Simpsons to help me out. So if you're a decent person, a patriot, save the Earth! Buy this game!











# TWICE THE CHARACTERS THREE TIMES THE ACTION!



thriller as you search for Marion and the Sacred Stones.



TALY: Only your all-new martial arts moves can conquer the gladiators.



SIMULTANEOUS 2-PLAYER ACTION THE ARCADE HIT CONTINUES!



Masters of the Game





## **TABLE OF CONTENTS**







Solstice Mapping Guide page 12

G.I. Joe: A Real American Hero MetalStorm			
PAUDE			
4	MEXT		

SUPER STRATEGY

Gauntlet II

uzzle Fest '91 — page 22



40

49

54

G.L. Joe: A Real American Hero - page 49

Silver Surfer	59
Snake Rattle N Roll	64
Time Lord	69
HOT HITS	
Cabal	74
Castle of Deceit	
Challenge of the Dragon	
Jim Henson's Muppet Adventure	
Chaos at the Carnival	80
Mendel Palace	
M.U.L.E.	84
Streetfighter 2010 —	
The Final Fight	86

GUIDElines	
The latest Nintendo news	
and products from the Consumer Electronics Show	88
EIECHOHICS SHOW	00



Streetfighter 2010— The Final Fight — page 86



Snake Rattle N Roll — page 64



Jim Henson's Muppet Adventure — page 80



Robert C. Lock, Editor-In-Chief Amy L. Pruette, Senior Art & Design Director

Richard I. Mansfield, Executive Vice President, Editorial Selby Bakeman, Executive Editor Lance Elko, Editorial Director Lance Elko, Editorial Director Novene Lovyd, West Case Editor William K. Trotter, Senior Writer Phill Powell, Associate Editor Brian Carroll, Assistant Editor Brian Carroll, Assistant Editor Jeff Lundrigan, Assistant Editor Jeff Lundrigan, Assistant Editor Gary M. Meredith, Assistant Editor Gary M. Meredith, Assistant Editor

> Melanie Poloff, Editorial Assistant Margaret Ramsey, Copy Editor

Irma Swain, Production Director Edwin C. Malstrom, Art Director Laura C. Morris, Senior Graphic Artist Scotty L. Billings, Graphic Artist Kelly E. Pinter, Graphic Artist Jan J. Sebastian, Graphic Artist

James A. Casella, Publisher
Lawrence A. Fornseier, Senior Vice President, Finance
Tom Valentino, Vice President, Finance
Tom Valentino, Vice President, Finance
Tomic Missello, Vice President, Advertising Sales
Dominic Mustello, Vice President, Circulation
Cindy Sump. Circulation Orirector
Tracy DeAlesandro, Circulation Manager
John G. McMahon, Dealer Sales Manager
Kathleen H. Ingram, Special Projects Manager
William H. Lock, Operation Manager

Bonnie Black, Book Sales Manager
Pamela Lambert, Dealer/Customer Service & Production Coordinator

The Game Player's Strategy Guide to Nintendo Games (ISSN-1041-0076) is published monthly by Signal Research, Inc., 300-A South Westgate Drive, Greensborr, N.C. 27407, U.S.A. Application to mail second class postage pending at Greensborr, N.C. and additional mailing offices. Newsystant distributions is handled by the Curits Circulation Company, subscriptions: One year (12 isosery U.S. Sabo, Camada: Add 51 per Isosen Outside U.S. and Camada: Add isosery U.S. Sabo, Camada: Add 51 per Isosen Outside U.S. and Camada: Add please send change of address to Came Player's Guide to Nintendo Cames, P.O. Bos 51463, Boulder, CO 803224463.

Signal Research, Inc., publishers Game Player's firm: The Leading Magazine of Video and Computer Directalisment, plays special Game Player's Guidler (Inc.) Subscriptions to the Game Player's magazine: One year (12 issues) U.S. 326.50. Canada: Add 51 per issue. Outside U.S. and Canada: add 52 per issue. Corporate, editorial, production, and customer service offices are located in Geneshoon; North Carolina, (1975) 29796; LPA (1975) 58-690. Adversing or Geneshoon; North Carolina, (1975) 29796; LPA (1975) 58-690. Adversing or 5900; FAA (201) 703-5950. Dealer orders and inquiries should be directed to Dealer Subset as (201) 703-5950.

The Editors welcome company product information for all video and computer games. Such materials should be addressed to Editor, Game Player's Isrategy Guide to Nintendo Games, P.O. Box 29364, Greensboro, NC 27429, USA. Overnightedivery parcels should be addressed to 300-A South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Usocilietd manuscripts cannot be returned or acknowledged.

A publication of Signal Research, Inc. Robert C. Lock, Chairman and CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President.

Entire contents copyright 1991, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. Game Player's Guide, Game Player's, Game Player's GameTapes, and Game Player's Sports for Kids are tradenames of Signal Research, Inc.

Products named in these pages are tradenames, or trademarks, of their respective companies. Signal Research, Inc., an independent publishing company, is not affiliated in any way with Nintendo of America, Inc.

EDITOR'S NOTES

The letters keep pouring in! Though we can't answer them all in our "Mailbag" column, we certainly read each one. And something a lot of you are telling us is that you want to see more maps in upcoming issues. Just ask, and it's yours.

One of the most complex — and fun — games of the pass of the sadventure, you must explore more than 250 rooms in Kastlerock, searching for pieces of the Staff of Demnos. Towers, dungeons, teleportation devices, and elevators all make this quest most difficult. So we went right to CSG and asked them to provide us with a map. You'll find several pages of that map, beginning on page 12. Our guide has dozens of clues, but we left out several floors, too, so the game still provides plenty of challenge.

And if challenge is what you like, you're probably a puzzle-game fan. From Tetris to The Chessmaster to Dr. Mario, brainteasers are games that you can spend minutes, hours, or weeks playing over and over again. There are eight new puzzle games reviewed in our "Puzzle Fest '91" feature.

Gauntlet II, April's cover story, is a puzzle game of a different sort. You (and up to three friends) can portray warriors, magicians, or elves as you explore maze after maze filled with danger. Our other reviews include comic book heros G.I. Joe and Silver Surfer, as well as another type of hero — Kermit the Frog in Jim Henson's Muppet Adventure.

Enjoy the magazine, and keep those letters and suggestions coming!

Leslie Mizell Associate Editor

#### National Advertising Sales:

Andrew Eisenberg Signal Research, Inc. 23-00 Route 208 Fair Lawn, NJ 07410 (201) 703-9500

Regional Advertising Representatives

Kathi L. O'Neil Signal Research, Inc. 23-00 Route 208 Fair Lawn, NJ 07410

Midwest: Milt Gerber Gerber/Kamikow 60 Revere Drive Suite 915 North Brook, IL 60062 (708) 291-8900 Arizona, Nevada: Ed Winchell Ed Winchell Co. 22700 South Crenshaw Blvd. Suite 215 Torrance, CA 90505-3050 (213) 530-4693

Southern California.

Northwest: John R. Zimmerman Signal Research, Inc. 111 Anza Boulevard Suite 212 Burlingame, CA 94010 (415) 579-0258

Marketplace Advertising: Olivia Merritt Signal Research, Inc. 23-00 Route 208 Fair Lawn, NJ 07410 (201) 703-9500

Please send all advertising materials to Pamela Lambert, Production Coordinator, Game Player's, 300-A South Westgate Drive, Greensboro, NC 27407.

Nintendo is a registered trademark of Nintendo of America, Inc.





■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. courage to face the virus on its own ground. Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!



The Funatic Specialists



## On't let an old flame come between dirk the daring and princess daphne!

play the hot new remake of the epic arcade classic dragon's lang on nes and game boy."

Lake up your sword and safe the relieve day the from the clutches of the foulest of spice breathing days one, this dragon's lair's larger than life characters, special effects, and awe inspiring graphics will prove a true test of courage.

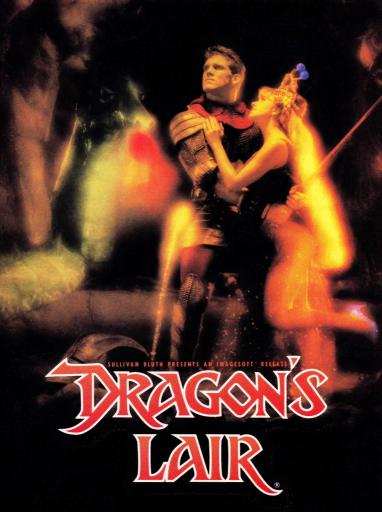


for the greatest of all nes" and game boy" gamesmen, the seven game play areas are the arena where true spirit shines, the one and two play is options, and eight-player top score feature set the stage for battle, play the exclund

new nes' dragon's lair' at home, or take the equally challengin portable game new version wherever life leads you it is double daile that true character cannot deny "dragon's lair double challenge offer—champions of the good and nobic

oage to play both versions of the new oracions lair; and claim a special prize worthy of your skill, check the sack of each game package to learn more about this special "pragon" slair," double challenge offer, "Grandwick Collinguistic State (and the special properties of the s







## MAILBAG



#### Batman

I'm having trouble in Batman with Firebug in the cathedral. He punches so fast that I can't move — let alone punch back. Is there a place you can stand without being hurt by him?

Erick Kingston, Ontario Canada

First of all, stand in the far left-hand corner of the screen. It's the closest you'll get to a safe spot. Then, making sure you jump the fireballs he throws, start pelting him with regular bullets. It takes about 99 bullets to kill him, so be patient.



### Shadowgate

I still don't know where and how to get the special torch in Shadowgate. Will you tell me how?

Bill Riverside, CA

Near the beginning of the castle is a room that has a moveable stone in one wall. Move the stone to enter a secret room. There's a special torch on the western wall.



### Super Mario Bros.

I play Super Mario Bros. all the time. I have a question that I'd like you to answer. I keep seeing fireworks at every castle. The manual says it's a secret message that you have to figure out yourself. But I can't. Can you tell me what it is?

> Kelly Baltimore, MD

You'll only get fireworks when your remaining time reflects certain numbers. Look at the tens column of your remaining time when you jump onto the flagpole. There are three different numbers that will give you fireworks — and the bonus points these colorful explosions represent.



#### Mega Man

In Mega Man I can destroy all the small bosses at the end of each level except for the one at the end of Dr. Wily's first level. I'm referring to the orange blob. Are there any secrets? If not, what weapon should I use?

Richard Lakewood, CA Use ElectMan's weapon and aim for the blob's eye when he's solid. Once your shot hits the eye, rapidly pause and unpause the action as the shot is passing through him. He'll take more damage if you use this trick, and you'll defeat him in no time.



### Metal Gear

In the game Metal Gear, I have tried to steal weapons and ammo from enemy guards and soldiers, but it never works. Can you help me?

> Morgan Gladwin, MI

There's a reason you can't steal weapons and ammo from the enemy — it's impossible! Try to add to your arsenal some other way.



Back to the Future: Part II & III

In Back to the Future: Part II & III, how do you get to 1955?

> David Iackson, MS

Before you can travel into your past, you must find the remote control hidden in



## MAN & MACHINE



## The most powerful duo on the face of the earth!

## Fight "The Great Alien Invasion" with MetalMech!

MetalMech is the all-terrain attack vehicle of the future - a fusion-driven, three-legged beast that mangles. stomps and blasts anything in its path... mechanized dogs, slinkys, rats, space-fighters and more.

Need to blast enemies out of a tight spot? Eject your armored warrior from MetalMech and strike out on foot. Zap 'em on rooftops, balconies, and in underground passages.



chine has a mind of its own. It's up to you to discover all of the controls. weapons and tech systems. Then make them work for you as you fight against time to save what's left of mankind.







It's what you need in a world gone to the dogs!



New! For the Nintendo Entertainment System.



Jaleco™ is a trademark of Jaleco USA Inc. MetalMech™ & © 1990 Jaleco USA, Inc. All rights reserved, Developed for the NES by Sculptured Software, Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1990 Jaleco USA Inc.



## MAILBAG

the box office of the drive-in theatre. Use it to call your time-traveling car, and you'll be on your way to 1955.



Dragon Warrior

I think I've found a way to get unlimited gold in Dragon Warrior. Here's what I found out: First, you need three magic keys. Then you have to go from the castle to Northwestern City. Then go into the building with the door. Push up at the north wall until you go right through it. Find the stairs and search through the cavern until you come to a long hallway that leads up to a treasure chest. Take it. Then go back to the castle and find four or five treasure chests. Keep taking treasure chests, and you'll keep getting gold.

> Mike Manalapan, NJ

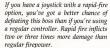
Thanks for the tip!



Target: Renegade

In the videogame Target: Renegade, how do you get past the boss at the end of Round 3? I kick and punch him a lot of times, but he won't die.

C.J. Lakeside, CA



There's no safe spot to stand in, so it's best to be aggressive. Charge the boss over and over — just be careful to dodge his shots.



River City Ransom

I'm having lots of trouble getting past the big wall to get into River City High. Can you please tell me how to get past it?

> Conrad Lloydminster, Alberta Canada

You won't be able to get past the gate to enter River City High School unless you've killed all the gang leaders and bosses first.



A Boy and His Blob

I just rented A Boy and His Blob. I went to Blobolonia and used the coconut to clear a path through the magic marshmallows, but I just can't get past the cherry bombs. Could you help?

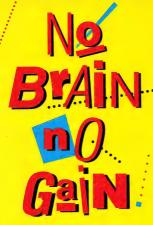
Neil Kalamazoo, MI

Use your Vitablaster to shoot the cherry bombs. It's too hard to dash through them any other way.



## LET US HEAR FROM YOU

Do you have any questions about your favorite video-games? Do you have hints or tips you'd like to share with your other *Game Player's* pals? If so, write to us at *Game Player's* Mailbag; 300-A South Westgate Drive; Greensboro, NC 27407. Due to the volume of mail we receive, we regret that we cannot reply to individual requests.





Had enough of ninja swordfights on Planet Zark? Wondering why it's always up to you to defend the universe against foreign terrorists with bad breath and giant radioactive amoebas?

#### Reclaim your brain! Get Puzznic

- it's the fast-paced puzzle that'll give your mind a heavy duty workout.

Puzznic seems easy — move and match geometric shapes to wipe out all the puzzle pieces. Trouble is, you've got to match the shapes in just the right order — or you won't blast one puzzle and get to the next. Rack up bonus points for matching multiples — if you're really fast, you can beat the clock and start some chain reaction action. And when you finish the first 160 puzzles, the fun's not over. You also get Gravnic, the bonus game that lets you play against gravity.

So dump the fake stun gun. You've got a few more hours before the universe goes terminal.

Pump up your brain cells with Puzznic. When you pop back into those ninja pajamas, you might
just have a fighting chance.

Actual Mintendo Entertainment System' screens shown.



Don't let nasty elevator cubes squeeze you into a corner!



Pick Password to resume you



an carefully or you'll be caugh with extra shapes.

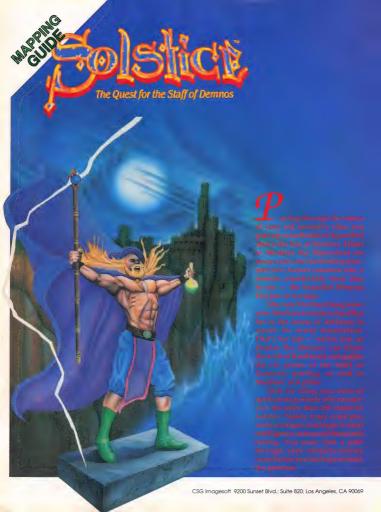












## NAVIGATE THE OCEAN DEPTHS OR KLASH IT OUT IN THE 23RD CENTURY WITH SOFEL.



UO!

### The future in your face.

SOFEL takes life-simulation into the future with the release of our newest game, KlashBall-, for the Nintendo Entertainment System. In a stadium hundreds of years from now, techno-gladiators do battle, combining contact with speed and finesse. Two five-man teams go for it, each fighting to

deliver a three-kilo metallic energy sphere into the opponent's goal zone.

### It isn't pretty.

Teams challenge each other in a surreal arena that utilizes devices such as a warp tunnel, ball launcher, and magnetically charged bounce domes.

### The gnarliest teams in the world.

KlashBall- features a complete league system. There are eleven rowdy teams, each with unique skills, strengths and weaknesses. After each match the central computer analyzes the outcome and records the stats. Play against the computer or klash it out with a friend

### It might be too real.

If you're ready, take a trip into the 23rd century with KlashBall-. Know your compe A game so real, it's in your face!



### Get vour feet wet.

Navigate through the ocean depths with the original aquatic homeboy, Fish Dude-. The object is to eat as many little fish as possible so Fish Dude- can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude-has some cool pals like Octo dude to help Watch out homey! himout of tricky situations. Come on,







## Unlimited Men.

For unlimited men, go to the subscreen and use this formula (B indicates B button, S indicates Start button):

B, S, S, B, B, S, S, B, B, S, S, S, B, S, B, B, B, S, S, S, B, S, B, S, S, B, S, S, B, B, S, B, S

## $\mathcal{L}\mathcal{E}\mathcal{G}\mathcal{E}\mathcal{N}\mathcal{D}$

Blocks (for standing on)



Round Blocks



"Ghost" Blocks



Conveyors



Moving Platforms



Pyramid Spikes



Needle Spikes

Movable Blocks





Hovering Crystal Ball



Floating Air Mine



Piece of the Staff of Demnos



Hat (extra life)



Potion



Spinning Coin



Magic Key



Magic Elfin Boots



Standing Creature (including spiders)



Slime Balls



Columns or Posts



Elevator Block



Bomb



Detonator



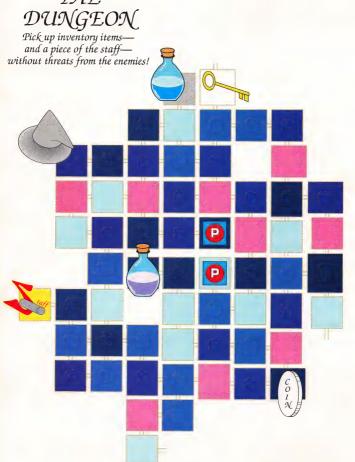
Starting Point

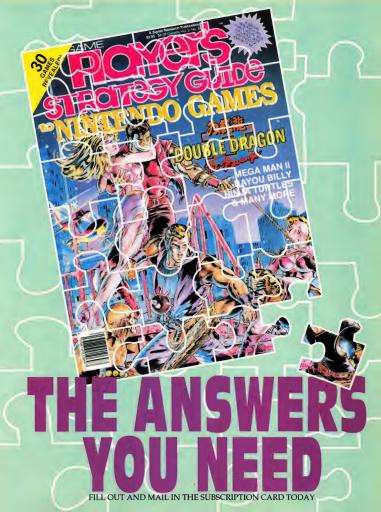


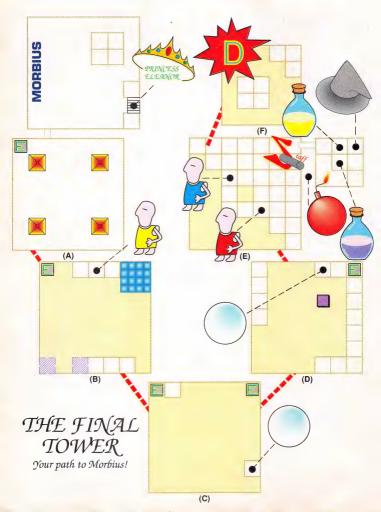
## KASTLEROCK: Ground level



THE







## COMING TO U.S.!



Nintendo's Japanese version of the Super Famicom — what the U.S. version will look like is anyone's guess.

tart saving your money!

Nintendo of America announced during the Winter Consumer Electronics Show that its 16-bit Super Famicom should start appearing on U.S. store shelves sometime this fall.

The announcement came after months of speculation about Nintendo's plans for the Super Famicom (Family Computer), which went on sale in Japan in Jale November 1990. However, there is still little information available about the American model. Only the Japanese Super Famicom was on display in the huge Nintendo booth during CES. There isn't even a definite name for the eagerly awaited machine, although

Nintendo is refering to it as the Super NES. Some predict it will be called the SEX

Gradius III

Certainly, the outside casing of the Super Famicom is expected to look completely different in its U.S. version. This is typical of almost every game machine marketed in the U.S. For example, the original eight-bit Famicom bears little resemblance to the U.S. and European NES machines, the Japanese Mega Drive was redesigned by Sega before the company released itas the Sega Genesis, and the Japanese PC-Engine underwent changes by NEC before it released the TurboGrafa-D.

Although the internal workings

of these machines are basically the same from country to country, the housings are usually bigger in the U.S. versions. Marketing research has evidently shown that game players in the U.S. want big game machines.

Nintendo hasn't announced a price for the machine, although insiders say it will cost approximately twice as much as a Nintendo Entertainment System — twice the memory, twice the price. Nintendo is very optimistic about the Super NES, and already the company projects 1991 sales will reach two million in the U.S. alone (there's been no official word yet about whether the Super NES will be on sale in Canada).



### The Basics

As expected, the 16-bit Super Famicom's graphics and sound cape bilities are a major improvement over those of the current, 8-bit NES. The Super Famicom' is also technically superior to its main 16-bit rivals, the Sega Genesis (known in Japan as the Megadrive) and the NEC TurboGrafx-16 (known in Japan as the PC Engine).

The Super Famicom can display a total of 32,768 different colors, compared to 52 colors for the NES, and 512 colors for the Cenesis and Turbo Grafk. Depending on the graphics mode in which a game is written, the Super Famicom can display 128, 256, or 2,048 colors on the screen at once. That compares to 16 colors for the Cenesis, and 256 colors for the Turbo Grafk.

Screen resolution is equally impressive. Resolution is measured in pixels (screen dots), and, in general, the more pixels displayed on the screen, the sharper the graphics. The Super Famicom has at least two differnt screen modes: 256 pixels horizontal by 224 pixels vertical, and 512 x 448 pixels horizontal/vertical. That compares to 256 x 192 pixels for the NES, 320x 220 for the Genesis, and 320 x 224 for the TurboGrafx.

However, it's not yet clear if the Super Famicom can display its high-resolution mode (512 x 448) on a standard TV. Most personal computers



Populous (Sega Genesis version shown)



Sim City

offer screen modes with similar resolutions, but they all require special computer monitors to display a sharp picture. Evenifa high-resolution video signal could be fed into a regular TV, the large number of pixels would exceed the TV's ability to display them clearly. As a result, the picture would look fuzzy.

Nintendo obviously thought of that, because the Super Famicom is indeed designed to work with highresolution computer monitors. In addition to its regular TV output, the system has an output for an RGB (redgreen-blue) monitor. The RGB cable is optional.

For creating sound effects and music, the Super Famicom has both an 8-bit sound chip and a very fast digital signal processor. The sound quality approaches that of audio

compact discs. It's apparent that realistic sound effects and digitized speech will be prominent features of Super Famicom games. With an adapter, the Super Famicom can be hooked up to stereo TVs or sound systems for high-fidelity stereo reproduction.

The main computer chip that controls the Super Famicom is a 16-bit version of the 8-bit chip used in the NES. It can run at three dif-

ferent speeds, including the same speed as the NES. This means that Nintendo could introduce an adapter that would allow the Super Famicom to play 8-bit Nintendo cartridges, similar to the Power Base Converter that permits Genesis owners to play Sea Master Soystem Zemes.

Two controllers come with the Super Famicom, and they closely resemble NES controllers except for two extra buttons labeled X and Y. All other buttons are the same A. B. Start, Select, and a cross-shaped directional pad. The connectors aren't compatible with the NES, however, because they have seven pins arranged in a single row.

Behind the machine is another connector labeled "Multi Out," possibly for the RGB adapter or other devices. And on the bottom, covered by a sliding door, is a 28-pin connector similar to the expansion port hidden inside the NES. This connector could allow the Super Famicom to work with a wide variety of external devices, none of which has been announced yet. Likely possibilities: a modem for accessing online games and other services via telephone; a compact disc player for CD games, similar to the one available for the TurboGrafx; and perhaps even a keyboard and floppy disk drive for converting the Super Famicom into a full-fledged personal computer.



## **Super Games**

The Super NES will contain the same security chip found in NES machines, which makes it difficult for non-licensed game designers to produce compatible games. Although Nin-



Super Mario World

tendo still wants great control over its licensees and their games, the company is relaxing its policy restricting licensed companies from making games for competing systems. This means that not only will the present

licensees be able to produce games for other systems, but also that additional game companies will be becoming Nintendo licensees.

The additional memory capacity in the Super NES has made it possible for some of the best PC games to be translated. As a matter of fact, the two past winners

of Game Player's PC Game of the Year, Sim City and Railroad Tycoon, are both planned for the Super NES. Populous, which has received Game Player's awards in Amiga, PC, and Sega Genesis categories, is also in the works.

In Sim City you're mayor of the Sims (simulated people). You begin with 100 square miles of virgin land

and water that must be zoned and developed. Over time, the resident Sims begin to demand such amenities as fire stations, sports stadiums, and airports. To provide these necessities of modern life, you must tax, plan, and budget carefully. And of course, you have to be prepared for such unexpected catastrophes as nuclear meltdowns and Godzilla invasions that can ruin even the best of plans.

Populous lets you control the planet instead of a meager portion of land. As a benevolent god, you must use your powers of creation to prevent an evil god and his people from reigning supreme. At the beginning of the game, your tribe is quite



matter of fact, the Railroad Tycoon (PC version shown)

primitive, but with repeated successes over your opposing deity, they can become technological marvels as they evolve.

Re-creating the rise of railroading, Railroad Tycoon simulates nearly every aspect of the rail business. You must survey land to find the bestroutes for new lines, study the resources of an area, link supply and demand, and compete with other railroads. As a hopeful enterpeneur with one mil-



R-Type

lion dollars in capital to invest, you can start your railroad in the Eastern U.S., Western U.S., England, or Europe.

The world's favorite plumber will also appear on the Super NES in Super Mario World. Other games include the space arcade games Gradius III and R-Type, the futuristic driving game F-Zero, and the flight game Pilotwings, in which you can fly hang gliders, biplanes, and parachutes.

Companies known to be working on games for the Super NES include Activision, Capcom, Electronic Arts, Imagineer, Konami, MicroProse, Mirrorsoft, and Virgin Mastertronic.

GP





## HATRIS

#### Leslie Mizell

Alexey Pajitnov and Vladimir Pokuliko know a good thing when they see it. Hough it's doubtful the Soviet programmers will ever equal the success of their award-winning Teiris, they have developed several other popular games that use the same basic block-and-pit formula: Welltris, Faces, and, most recently, Hatris.

In Hatris you have a pit that's six columns wide. Two hats — a baseball cap, cowboy hat, derby, top hat, wizard hat, or crown — fall into the pit. You try to stack the hats to match five in a row. When five are matched, they disappear from the screen. If you make an incorrect match, you start building all over again on the new hat. When any column fills

to the top of the screen, the game is over.

As your skill in Hatris improves, you can customize your game to increase the challenge. There are six "shop" levels to choose from; at shop 0, you begin play with no hats on the screen. But from there, the higher the shop, the more hats are already stacked on the screen. There is also a turbospeed mode, but the hat movement on the faster speed is barely discernable.

Your two helpers, Alexey and Vladimir, assist you in your quest for high scores. If you match five stacks of baseball caps, cowboy hats, or top hats, you earn a Vladimir. Match five

stacks of derbies, wizard hats, or crowns to receive an Alexey.

To use your helpers, press the B button on your controller (you receive whichever helper was the last one earned). Vladimir exchanges two stacks of hats;

Alexey pulls five hats from the bottom of any of the stacks. When you're using a helper, remember that any falling hats disappear when the characters are activated. You should make your moves depending on the next two hats to fall.

Hatris is available for Nintendo and Game Boy. If you have the option, buy the Game Boy version. Although the NES game is appealing, the Game Boy version not only offers a two-player mode, but the options offered also make the game more exciting and more challenging than the NES version. Color graphics don't necessarily make the best eame.



Vladimir can exchange any two stacks of hats. It's helpful to have your tallest stacks on the far sides of the playing field.

Any five matching hats disappear from the screen. If you finish two stacks with a single move, you've made a "hatris."

Alexey pulls five hats from the bottom of any of your stacks. He's the best helper to have — especially if you've got a misplaced top hat or wizard hat.



Bullet-Proof Software 8337 154th Avenue, N.E.; Redmond, WA 98052

## KRAZY KREATURES

Like a number of other puzzle games, the idea behind *Krazy Kreatures* is easy to comprehend, even though it has an unusual premise. *Krazy Kreatures* is also an oddly addictive game, with a lively pace.

Each level of the game begins with a blank board divided into grids. For a short time, different objects (such as elephants, books, dogs, green faces, blue mouths, and so on) fly onto the board. Your goal is to line up similar objects into horizontal, vertical, or diagonal lines.

When a certain number of objects — and you don't know how many until you start lining them up — are matched, they disappear from the screen. You must make as many matches as you can during the time you're given; then the points are tallied, a bonus is added for each empty space on the board, and you advance to the next level.

At the game's higher levels, more objects hop onto the screen than the board has grids. Then you must clear space while the "Kreatures" are still appearing, a task made more difficult, because of the strange configurations of the boards. If the board ever fills completely, the game is over.

Jeff Lundrigan

At the start of each level, look of "freebies," objects that line up by chance when they first hop onto the board. Move one or two pieces into a line with these randomly paired objects, and you've got an easy match. It's also possible to clear more than one line at once if two rows of the same kinds of objects intersect.

Although Krazy Kreatures doesn't offer much in the way of graphics, it is a unique game that's likely to appeal to puzzle fans.



Try to clear as many objects at once as you can by building two separate lines and then joining them. It takes four sets of teeth to make a line, for example, but when you join two smaller lines of two each, you can clear five.

Before every other level you receive a hint. At the lower levels these tips are fairly useful, but at the higher levels they're just silly.





As the game progresses, some levels mix more than one category of objects on the screen. Here, animals — which require three for a matched line — are mixed with smilley faces and sets of teeth, which need four.



## Return To A World of Loyalty and Honor







iking an Alliance



lefteld

Nobunaga's Ambition II, a best seller in Japan, is now available for IBM PC/Compatibles and Nintendo!



Bandit Kings of Ancient China - The evil minister Gao Qiu has usurped the command from the throne. The righteous followers of the emperor have been exited as outlaws. Join these heroic rebels in your mission to overthrow a wicked empire, and restore the might to the throne. Available for NES. P.C. Amiga and Maccintosh.



Romance of the Three Kingdoms - As a Warlord of the 2nd century China, you must restore a shattered Empire. Gather the bravest warriors of the land to build up your armies. Use strength and strategy to destroy your enemies and claim the power to govern all of China. Available for NES, PC and Amios.



Genghis Khan - Become the greatest warrior the world has known. Through battles and alleglances, forge the mighty Mongol Horde. With armies at your command, the empires of the world are tempting targets. Fight bravely to achieve the ultimate goal of world conquest. Available for NES, FC and Amigo.

KOEI Games are available in retail outlets nationwide! Your local retailer is the quickest and most convenient way to find the KOEI products you want. If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST) to charge on Visa/MC. Continental U.S. shipping only.

Misplaced loyalties in the feudal era of Japan often proved fatal. The mighty Japanese hero Oda Nobunaga sought an end to generations of bloody conflict between the warring states of his country. Tragically, his dream of unifying Japan ended when he was betrayed and murdered by his own general. It's your turn now to become a 16th century warlord and fulfill Nobunaga's ambition!

Command over 400 distinct Samurai characters - each with separate personalities and goals. A Samurai will pledge his sword and honor to your cause, but can he be trusted?

Enhanced battle scenarios include Siege warfare, where you must storm the castle gates, swim the moat or scale the castle walls. In Field warfare, the tactics are Charge, Ambush and Surprise. You can even catch the enemy off guard by a night attack!

If your character falls in battle, the war continues with your chosen successor. With strikingly detailed graphics, this simulation of Japan's Civil War Era is more realistic than ever before!

- Two scenarios, five levels of difficulty.
- 1 to 4 players
- · 38 unique battlemaps and castles.
- Interact with over 400 Samurai characters.
- New HEX battle features Night and Siege warfare.
- Not copy protected.
- Full color map/poster.



tendo and nintendo Entertainment Systems registered trademarks of Nintendo of America Inc.





We Supply The Past, You Make The History

## LOOPZ

#### Lisa M. Bouchev

This new addition to the puzzle-game genre will have you tied up in knots trying to better your score.

Like most puzzle games, the action in Loopz is simple. As pieces of different sizes and shapes appear on the screen, your objective is to place the pieces so they form a loop. When you complete a loop, it disappears from the screen and leaves you more room in which to work.

To construct complicated loops, rotate the tiles and move them around the playing field. Naturally, the more complex the loop, the more points you score. From time to time, a starburst piece called a "gopher" appears on the screen. You can use the gopher to clear any one

incomplete loop from the playing field.

There are three one-player games in Loopz, and each one offers a different format for testing your loop-making prowess. Start out on game A. where your score is based on the level of play. The higher the level, the shorter the time limit, but you'll earn more points for each loop on higher levels. When you complete 25 loops, you receive an extra life.

In game B, you begin on level 0, but for every ten loops you complete, you move up a level. Again, you earn an extra life after you've constructed 25 loops.

Game C is a bit trickier. A complex loop appears onscreen when the action begins. Study it quickly - the pieces will be removed and you must rebuild it as pieces flash back on the screen one by one. You can earn an extra life for every ten screens you com-

plete at this level.

You must completely clear the screen to play the first bonus game, which follows the same rules as the regular game B. You must place pieces to complete loops, but finished loops aren't cleared from the screen. As soon as you're unable to place a piece, the bonus round ends. To win the second bonus game, you must complete a loop worth more points than the target points shown above the timer this bonus round follows the rules of game C.

Mindscape's first entry into the puzzle market should be a hit - especially with fans of Bullet-Proof's Pipe Dream. The multiple levels of play only multiply the fun of playing Loopz.



Since straight pieces

come in two sizes - one tile or three tiles long - try not to leave two-tile holes in your loops. And remember that in the first bonus round completed tiles aren't

cleared from the screen.

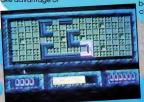
Mindscape (a division of The Software Toolworks) 60 Leveroni Court: Novato. CA 94949



points by constructing big loops instead of little ones, and large, complicated loops only add to your score. Take advantage of

the simple pieces that appear at the start of each game to make large loops.

Game C is the hardest game, but it can be the most fun. Pay close attention as pieces are removed from the screen, or you'll find yourself running around in circles trying the rebuild the loopz.





## The final test of the Game Master.

You've conquered Super Mario Brothers 3; beaten Xinja Gaiden II; trounced Setris; now you must face Solstice—The Quest for the Staff of Dennuos:

Game Masters—should you wan't he Solstice in vain, send us the names of three stores you have visited. And we will assist you in beginning you quest.



Masters of Solstice—please send as your ups, maps, ideas
for Solstice 2 Mail it SG Imagesoft

for Solstice 2, Mail W. Sij Imagesoft Inc., 9200 Sauset Plon. Suite 820, EA. CA 90069 (213) 1888 3, 17, Golf for your next issue of Imagesoft Vlayer News.

Solition of education by CGS imagested in a Lay Respond. In St. Imagested and Imagested are included as extended as compared to the CGS of Contract Class of





## **BUY TURBOGRAFX-16 NOW AND GET BONK'S ADVENTURE**

Now, when you buy a specially-marked TurboGrafx-16 System, you get a lot more than just hallistic 16-bit power, killer graphics, and blazing sound. Because now you get Bonk's Adventure, the most popular 16-bit video game of all time, completely free. All 28 stages of primordial bad guys. All five levels of prehistoric swamps, tropical forests and stone age

deserts. All for a mere zero dollars.

All you have to do is buy the specially-marked Turbo-Grafx-16 System now (which already comes with another great game, Keith Courage in Alpha Zones) and you get Bonk's Adventure right on the spot.

So you can save 50 bucks, and start banging heads immediately.





As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory. Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.





Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.





Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

## PACMANIA

### William R. Trotter

To the delight of millions of Pac-maniacs, that old dot-muncher is back. This newest variation on the classic videogame retains all the fast-moving fun and zaniness of the earlier versions, but adds a few new attractions as well.

Foremost among the new features are the colorful 3-D graphics. This new perspective makes the game seem fresh - and also makes controlling the Pacster a bit trickier than it is in the conventional two-dimensional mazes All the essential elements of this

classic game remain unchanged --- you gobble the dots, try to eat the power pills when they'll do you the most good, munch the fruits for big bonuses, and so on - but the new play features add some variety to the familiar action.

For one thing, Pac-Man can now jump over the pursuing ghosts. By pushing the A button, you can bounce him along the mazes and frequently avoid being caught by ghosts coming from two directions simultaneously. In addition to the usual four, there are also three new ghosts: Spunky, Funky, and Sue. All three are "follower"

ghosts that hound Pac-man's every step, which makes them not only

harder to avoid, but also more vulnerable to a sudden powerpill attack by Pac-Man.

Two new special items also debut in Pacmania: a green power pill that gives you a temporary burst of speed, and a red one that awards double point values. The 3-D mazes are big and elaborate, ranging from Block Town (the easiest) to the Jungly Steps (the hardest - in fact, one of the hardest Pac-Man mazes ever).

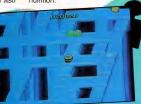
Another helpful feature is a "bonus available" sound which rings whenever power pills or bonus fruits appear on the screen. Pacmania also offers one- or two-player

games, so you can team up with another Pac addict to rack up huge scores.

It's hard to think of many other games that have been played by as many people as the Pac-Man series. Tengen's NES versions have always been good, and some players will believe that Pacmania is the best of the lot.



strawberries, and other fruit for big bonuses - as well as good nutrition.



The Jungly Steps maze is one of the most challenging Pac-Man labyrinths ever devised.



Block Town is the easiest level. It's a good place to get used to the somewhat tricky 3-D perspective.

### Tengen

1623 Buckeye Drive; P.O. Box 360782: Milpitas, CA 95035-0782



## **PUZZLE**

#### Stephen Poole

The title of this game gives you a pretty good idea of what it's about. In Puzzle, you have to assemble the different pieces of a scene to form a complete picture. It sounds a lot like a jigsaw puzzle, but there are a few twists.

To play the game, you're first shown a picture of the completed puzzle, then the individual pieces are randomly dropped into a framework of square grids. When all the pieces of the puzzlehavedropped, you're given one or two extra grids so you can move the pieces within the frame. From there it's a race against a time. If you complete the picture before time expires, you get another puzzle to solve; run out of time, and the game is over.

In some ways, Puzzlemay be more difficult than a normal jigsaw puzzle. Since you start the game with all the pieces already in the frame, you can't just plop a piece where you know it belongs. Moving a piece closer to the correct spot means moving other pieces, so you have to think ahead with every move you make. Every action has a reaction in Puzzle.

And since all the pieces are square, you can't use the shape as a clue to the pieces' correct placements — a real obstacle in some of the more advanced puzzles. But Puzzle does have a couple of features to help you if you're

struggling. You can refresh your memory about the completed puzzle by looking at a picture of it up to five times. You can also earn the right to drop a piece anywhere you like if you win a game of scissors-paper-stone against a computer opponent.

Still, while Puzzle is a very engaging game, it does have a few minor annoyances. It's difficult to move the pieces as quickly as you would like, and the game's graphics aren't on par with the difficulty of the upper levels. But overall, Puzzle is fairly satisfying, and it's a great way to introduce an old pastime to a generation more familiar with blasting space aliens.



If you beat the computer at a game of scissors-paper-stone, you can move one piece of the puzzle to any spot on the board.



Solving this puzzle is difficult — even if you already know which presidents grace the slopes of Mount Rushmore.

You're given five peeks at how the completed puzzle is supposed to look—but the blue/white negative image isn't a lot of help.



American Video Entertainment 1348 Ridder Park Drive; San Jose, CA 95131



TIPS, TRICKS, AND SECRET STRATEGIES

REVIEWS OF REVIEW THE LATEST GAMES

UP-TO-DATE NEWS, FEATURES, AND BUVER'S GUIDES

SNEAK PREVIEWS OF UPCOMING GAMES

SPECIAL "CODEBREAKERS" SECTION

**GAME PLAYER'S SEGA. GENESIS®** STRATEGY GUIDE.



THE magazine exclusively for the SEGA. GENESIS player!

> ANOTHER BLOCKBUSTER PUBLICATION FROM THE EDITORS OF GAME PLAYER'S MAGAZINE

DON'T MISS OUR SPEC INRODUCTORY PRIC

CALL 1-800-222-9631 OR SEND MONEY-SAVING CARD TODAY!



## PUZ > NIC

#### William R. Trotter

Puzznic is one of those seemingly easy puzzle games that is instantly addictive and ends up driving you bonkers.

On the face of it, nothing could be simpler than the game's basic layout: Little rectangular blocks decorated with different-colored symbols (diamonds, pyramids, and so on) are embedded in frameworks of various configurations, along with some blank spaces to give you maneuvering room.

By placing a cursor over a block and moving it, the player tries to position it next to a matching block (or blocks - you get big bonuses for multiple matches and chain reactions), thus causing both blocks to disappear

and opening up the screen

some more for your subsquent moves.

It still sounds easy, right? But there's also a time limit to each screen, and you don't get any credit if even a single block remains in the framework when time runs out. To clear some of the more challenging screens, you need to think several steps ahead, visualizing how things will look after you make your next move or two.

If you blow it the first time, you can bail out by pushing the Retry button, which resets the blocks but not the clock. Taito also thoughtfully provides a password to each screen, so you can access your favorite brainteaser without delay.

Once you've mastered Puzznic (and that may take

awhile!), you can move on to "Gravnic," a different - and even more aggravating challenge. In Gravnic," the game's object remains the same, but instead of moving one block at a time, you alter the path of gravity, using the directional pad on your controller to send all the pieces falling in the same direction. Both games offer unlimited continues, but each time you do continue, your score drops back down to zero.

Solving "Gravnic" puzzles requires a totally different kind of perception than that used in Puzznic, and until you get the hang of it, the more advanced games will probably drive

This solid, attractive puzzle duo should appeal to a wide audience.



On the more complex screens, however, considerable strategy is required to finish each puzzle.



Puzznic are straightforward and just easy enough to get you hooked on the game





390 Holbrook Drive; Wheeling, IL 60090

# Quick Shot



### The Best Choice for Nintendo® Enthusiasts

Maverick 2 QS-128: A revolutionary design with 8-direction arcade-type control stick. Two player select switch. For hot Arcade-like action!

Sighting Scope OS-132: Easily snaps onto the Nintendo® Zapper gun. Now enjoy a whole new dimension to your video game system.

Joypad QS-126: This innovative, palm-sized controller has highspeed auto-fire and dual fire buttons. Big-power in a mini-unit. **Python 2** *QS-130*: You get Biogrip control and deluxe digital response. High speed auto-fire and dual triggers. The power and finesse you need to win.

FlightGrip QS-129: State-of-the-Art control with 8-direction thumbpad and high-speed auto-fire.

Super Mario Bros.™ Telephone This adorable one-piece telephone features Mario himself, colorful star-shaped buttons and redial. Comes in blue, green or red. Sure to win the heart of any Super Mario™ fan!

Quick 5hat \* 20,000,000 SOLD WORLDWIDE

US SALES OFFICE: Bondwell Industrial Co., Inc. 47485 Seabridge Drive, Frement, CA 94538, U.S.A. Tel: (415) 490-4300

Telefax: (415) 490-5897

CANADIAN SALES OFFICE: Bondwell Canada Ltd., Unit 26, Midway Industrial Centre, 171-173 Advance Blvd., Brampton, Ontario
161 477 Canada Tel: (416) 793-2983 Telefax: (416) 793-9986

Super Mario Bros, is a trademark, Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America



## PYRAMIO

#### Gary Meredith

In this comer, the champ, Tetris. And in this comer, weighing in at 3.8 ounces, the challenger, Pyramid. The champ and this new upstart meet in the center of the ring to receive final sixtructions from the referee. All the usual rules apply—no glitches, no shaky screens—and both contestants must be absolutely addictive.

If you haven't already guessed, the newest contender for the Tetris throne has made its appearance. While others may take different tacks on their way to engrossing the player, Pyramid has stayed fairly close to home, with a game design that's very close to its intended target. But its differences are important ones. Although fitting geometric shapes together to complete and eliminate lines

is still the order of the day, the shapes arn't square blocks but triangles in *Pyramid*.

If you're good with spatial relations, you'll immediately realize that the shapes you must place are irregular enough to cause some definite problems. The randomness of the dropping blocks guarantees that you're going to have trouble attaining a perfect fit every time. This would be a fatal flaw if the game designers left you with no optional

solutions. But to keep players sane, they did.

On the left side of the screen, there's a space labeled "bombs." You

get five of these at the beginning of the game, and you can earn more by eliminating rows.

> Because the triangle-based shapes don't have congruent angles, you face inevitable problems trying to fit some of the blocks to those already placed.

All the block shapes in *Pyramid* are derived from the triangle. As with similar games, the blocks can be flipped and guided into place.

The bombs are steered with the curser and used to blast away any trouble areas.

A lot of games have tried to KO Tetris, but it's hard to improve on an almost-perfect concept. Pyramid, however, is different enough to make it a winner in its own right Like boxing, the puzzle-game genre may end up with several different champions, each one sanctioned by its own legion of fans. Pyramid definitely deserves a shot at the title.



Bombs can be used to blast away placed blocks, giving access to unfinished lower rows. The falling block freezes until the bomb has done its damage.



American Video Entertainment 1348 Ridder Park Drive; San Jose, CA 95131



## TILES OF FATE

#### Leslie Mizell

Mah-jongg is an ancient Chinese board game that has remained popular for centuries. It's also been popular with computer and videogame designers - 5 Janghai, for computers and the Game Boy, is an example. But the game hasn't been available for the NES ... and it still isn't.

Tiles of Fate is based on mah-jongg, but game play is actually different. In mah-jongg, you match tiles from a formation known as a "dragon." The tiles are stacked several layers high in the middle, then slope to a single layer around the edges. In Tiles of Fate, the tiles are in a single layer, and the formation changes shape from level to level. Your

goal is still to clear the formation by matching like tiles. Only tiles on the edges of the formation are available; you can't match tiles with those surrounded by other pieces.

Tiles of Fate is also a puzzle game pulled together by a storyline. Legend has it that in 303 B.C., a young boy found a pouch containing 42 tiles made by the gods to fortell the future. Copies were made of the tiles and given to the seven kings of China Butthe kings used the tiles to bring themselves good fortune — and the rest of China suffered. Harmony is restored only when tiles are matched correctly. And that's where you come in.

If you're lucky, you'll uncover one of the Three Forces of Fate as you play. The Flash of Chance, symbolized by a lightning bolt, allows you to match a tile with one surrounded by other tiles; the Force of

Balance eliminates

any brick walls in your path; and the Flag of Knowledge points out any matches you've missed.

Every time you complete a certain number of puzzles, you move to a cutteren and see your character entering a castle and raising a united flag. Then the map screen appears, and another area is colored in. When you've completed the map, you've restored symmetry to China and won the game.

Although *Tiles of Fate* lacks the intense strategy of mah-jongg, its storyline, varying formations, and icon bonuses make it unique and enjoyable.



When you

finish a stage, you receive a short Chinese history lesson, then raise your flag in the conquered castle.

The formations in *Tiles of Fate* change from level to level. You quickly learn that some formations are *much* easier to complete.

The Three Forces of Fate lie beneath some tiles. This yin-yang icon represents the Force of Balance. It can be used to eliminate the brick walls that sometimes block your path.



American Video Entertainment 1348 Ridder Park Drive; San Jose, CA 95131

### UNTOU **LABLES**

### THE ULTIMATE

HE BORDER RAID

ROOFTOP DUEL

UNTOUCHABLES
LIVE AN AMERICAN LEGEND



TERTRIDMENT





1855 O'Toole Ave., Suite D-102 San Jose, CA 95131

## / STRATEGY

HINT

cated near the maze's outer wall-

Treasure rooms are a great place to

before time expires, you lose all the

#### **GAUNTLET II**

A S

o someone unfamiliar with videogames, Gauntlet II might sound like the sequel to a Clint Eastwood movie. Game

fans will recognize it as a sequel, too
— not to a movie, but to the enormously successful *Gauntlet* from
Tengen. Those same players will be

happy to learn that Mindscape's excursion into the Dark Dungeons retains all the ingredients that made Gauntlet such a hit in the arcades and for the NES.

Gauntlet II is played exactly the same way as

Gauntlet. Every level (and there are more than 100) is a maze, and your task is to explore each one in search of treasure, magic potions, and amulets that give you special powers. But there's more involved here than just finding a way to reach the goodies. These mazes make up the Dark Dungeons, and the local monsters, ghosts,

and ghouls are determined to keep everything right where it is.

You can play as one of four heroes, each possessing unique abilities. Thor the Warrior has excellent shooting power for direct attacks; Thyra the Valkyrie's shield offers her maximum protection from enemies; Merlin the Wizard can use magic to destroy al-

most every enemy in sight; and Questor the Elf has the speed to dodge in and out among enemies.

Although Gauntlet II can be played by a single player, it's really designed for at least two

players. With an NES Satellite or NES Four Score adaptor, up to four players can compete at once — although compete may not be the right word, since teamwork is necessary to overcome many of the hazards you encounter.

Form as balanced a team as possible. While Thor can destroy your run-of-the-mill goblin or grunt, only

Stephen Poole

The icon in the lower left of the screen gives you reflective shots. Be careful not to shoot the jug of life-replenishing cider, marked with x's.



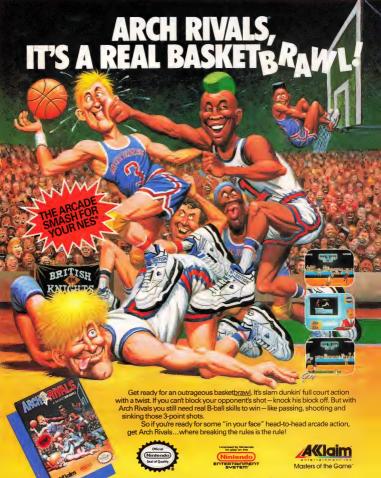
Blue bottles are magic potions that enable you to destroy monsters and monster generators.



Sometimes you can go to secret potion-filled rooms by following a hint given at the start of certain rounds. Here, the red warrior is about to pick up a potion for extra armor.



Those glowing white tiles are actually traps that open walls. In level 1, you must activate these traps to reach an exit that warps you to level 6.







Transportability lets you pass through any solid object. By starting at the end of a wall and moving forward through it...

You can destroy monsters and monster generators with no danger to yourself by shooting through the cracks in these sawtooth-shaped walls.



the magicians' spells destroy all the monsters on the screen. Merlin and Questor can also use their magic to destroy Death, who not only is impervious to normal weapons, but also steals the most health points. Your character's life force is measured in health points, which steadily decrease over time. Any hit you take from an enemy costs you even more health points. Luckily, grabbing the food and cider scattered throughout

the dungeons replenishes your health — as a matter of fact, even food and cider that has been poisoned is useful: You can shoot it to slow enemies down for a few seconds.

nemies down for a few seconds.

If your health points reach zero,



...you create a row of gaps so your fellow heroes can make a quick escape. You can also use it to make entrances to areas that would normally be unreachable.



Treasure rooms are chock-full of booty, but don't get too greedy. You lose all the treasure you've collected if you don't find the exit before time expires.



For action on the go, it's Acclaim's blockbuster SuperPlay hand-held games! With high tech features that leave ordinary handhelds grounded — like super sound effects, high score memory, and 4-way action controls — you've got an arcade game in the palm of your hand.

Solve Bart Simpsons"

Cupcake Crisis, Grab your high tech
machine gun in NARC: Crash 'n
bash your way to the finish line with
Bigfoot. For a slam duntin
baske:brawl, it's Arch Rivals.' And
for the ride of your life, it's Total
Recall."

Any way you play 'em...the action is out of this world.



Arch Rivals\* © 1899 licensed from and tracement of the any Manufacturing Company, Here "T.M.A. 1988 Williams\* Electronics Garnas, inc. treckboors\* and Wistoria A Warriors\*

Arch Rivals\* © 1899 licensed from and tracement of the Company of the Com



Stop shooting as soon as you've slain a dragon because you may accidentally shoot the special potion that appears when a dragon dies.

Dragons rarely appear, but they're the toughest foes you can meet. One player should distract the dragon while the other attacks. GRUNTER 392 W7740 LEVEL 47 \*\*3840\* 3780

your character dies, but there's no need to fret. You can get right back into the game, either as the same character or one of the other three heroes (more than one player can use the same character). Your enemies are created by monster generators, so one of your main goals should be to destroy every monster generator you find to prevent more monsters from replacing the ones you've destroyed. With most of the enemies out of the way, and with no more being created, you can search for magic potions and food and not put your character at risk.

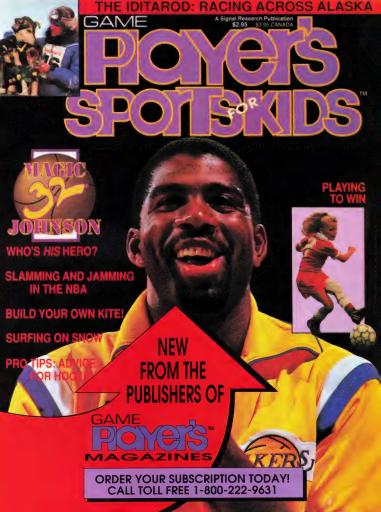
After you've cleared more than a hundred levels, you'll probably think



While it may look foolish for Merlin to let Death drain his health points, it eventually clears the way for Questor to grab an unguarded magic potion.



If a hero dies, his entire inventory is left behind. Thor has replaced Merlin and can pick up the keys piled in a heap in the middle of the screen.







Sections of walls that look slightly different can be destroyed by repeated shots. You can often get to hard-to-reach places by blasting through these weak spots. They may look like starfish, but they're really amulets that give you special powers. These provide temporary repulsiveness, causing all your enemies — even Death — to flee at your approach.



you're nearing the end of the game — but think again. Gauntlet II has an unlimited number of mazes, which is great for those who want a game

they can play forever, but not so great for those who like splashy endings. But if exploration is your thing, grab a friend, head for the dungeons, and prepare for endless battle against the evil creatures that inhabit the world of Gauntlet II.



Questor needs the blue potion inside the locked gates, but let Thor lead the way. His tough skin absorbs damage well, and he can also destroy the ghost generator faster.



Grab the chow and get out of there! You've nothing to gain by opening the locked gates that imprison the ghosts, and the acid puddles are impervious to weapons or magic.







If you kill the dragon on level 56, you'll find he's left behind a special potion for extra speed. Be sure to give it to Merlin or Thor, the slowest of the heroes.

The red warrior stands beside a

transporter, which can take you to places you otherwise couldn't enter. Traveling through a transporter also destroys any enemies standing around you when you materialize.



Some of the funts you're told to follow in order to nater a secret room are really exercises in futility. Since they won't help you gain entry to secret tooms, don't pay attention to these messages: 'Don't use invulnerability." "Watch what you shoot," "It would be nice," and "Be pushy."



Sometimes you receive messages before entering a level. If you can't figure out what "Watch what you shoot" means, don't worry — it's a false hint anyway.



Mindscape
(a division of The Software Toolworks)
60 Leveroni Court; Novato, CA 94949



If Questor touches the glowing disk to his right, he becomes "It," and every monster will be attracted only to him until he leaves the level or touches another player.



H HINT

Be same to take Smaler Eyes on your

first mission. There are one or two

power-ups in Stage One that are sim-

### G.I. JOE: A REAL AMERICAN HERO

he evil forces of Cobra have been terrorizing the free world for years, but G.I. Joe, the special forces unit, isn't going to take it anymore. By infiltrating the Cobra organization, the Joe team has discovered the location of every secret Cobra base on the face of the planet—

and it's time to knock out the six fortresses once and for all.

G.I. Joe is divided into six missions, each with three sections: the fight to the mission zone, and the escape. While the fight and escape zones are straightfor-

ward — just keep moving and defeat whatever enemies you encounter — the mission zones themselves are mazes. Scattered throughout the mazes are structural weak spots into which the Joe team must plant explosives to destroy the base.



The Joe team has five members, any three of which can participate in a mission at one time. General Hawk assigns the leader of each mission, but it's up to you to decide which other two team members will go. This decision is very important — each member of the Joe team has different capabilities, and the success or failure of

each mission can depend on who goes and who stays behind.

For example, Snake Eyes can jump much higher than any other team member (with the exception of General Hawk, who can fly using a jetpack), and his hand-to-hand

fighting is exceptional. But his ninja magic has little firepower, and he can't take much damage. On the other hand, Rock and Roll has more firepower than any member of the team, but he can't jump well and his life bar is even shorter than Snake Eyes'.

To beat Raptor, stay as far to the right as you can, then jump while firing — this way his eagle misses you when it swoops down. Shoot straight up when Raptor moves over you.

Jeff Lundrigan



Remember these statistics, but keep in mind that every Joe also has his own fire pattern, and some have special abilities as well.



Zone One in Mission Two is full of hidden power-ups. The wall to the left of here, for example, isn't as solid as it appears.



The Cobra Interrogator is a one-man chopper you can capture and fly. Since vehicles take the damage while you're riding in them, they make you invincible.





The Cobra Buzz Boar has treads that make it stick to the floor, walls, and ceiling. Driving one takes practice, but be careful — when it's destroyed, your Joe is dumped out, whether there's a floor beneath him or not

Metal-Head bounces around, and his rockets cause deadly debris to fly in all directions. You're better off being damaged by the debris than by Metal-Head, though, because if he touches you, you lose three life points. Jump to stay out of his way, change characters if you must, and don't stop firing.



But by finding chevron symbols scattered throughout the game, you'll give your characters much-needed life boosts. Snake Eyes is then excellent to use while exploring, and Rock and Roll is ready to destroy

mostbosses—especially after finding a few gun symbols to increase his firepower.

Captain Grid Iron is the best allaround team member, with Duke following a close second. Depend on one of them to take over when Snake Eyes or Rock and Roll is too wounded to continue safely. Remember that although your mission team has three members, only one Joe can appear on-screen at any one time. If one Joe



Mission Three begins with a trip into the sewer. As you travel downward, be sure to kill these enemies before they drop onto your platform.



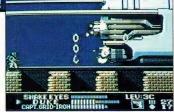
You can grab hold and hang from rough places on the walls. Don't bother trying to get over the top here — find another Buzz Boar and come back if you have time.





The A.I. computer looks impressive, so you might be tempted to use the pits in the floor to get out of the way. But don't! Stay against the left wall and keep shooting — almost any Joe who's powered-up a level or two can beat it.

Power-ups are harder to find as you advance. The walls, floors, or ceiling could all conceal items. Keep trying each surface until you find a way in.



has taken a lot of damage and his life bar is getting low, you can switch to a member who's relatively sound. Then if you find a K-ration icon (which heals damage), you can change characters again and let the wounded team member pick up the icon.

Whenever you find a power-up icon, you should plan ahead to decide which team member will pick it up — especially if one Joe's firepower level

or stamina bar has already reached the maximum. As long as a Joe survives, he can retain his firepower level and stamina for his next mission. The icons should be used to protect your team; power-up the



If you destroy these blocks and go up through here and move back left, you'll find the Cobra Pogo, another weird vehicle.



Even the Pogo can't save you from a pit. When you jump down off these columns, make a hard right to avoid falling to your death.





The Road Pig waits at the end of the maze. It's practically impossible to dodge the rocks he throws at you, so get right next to him on his platform—this is another time when you just have to keep firing and switch characters when Joe's about to die.

To reach the Buzz Boar during Mission Four, go to the top of this "staircase" and jump through the floor. Use the Boar to explore the maze while you can—since its shots can't destroy walls, you'll eventually have to explore on foot.



character who can best use it; and keep characters with lots of firepower, but little stamina, alive long enough to reach and defeat the boss waiting at the end of each stage.

G.I. Joe's excellent graphics are among the best to come along in some time. When you combine the vivid

scenery with its challenging action and strategic elements, G.I. Joe can't miss.



Voltar is the last boss in Mission Four. The fight is straightforward—except those beams. You can tell when one is coming, though, because the electrode "closes" before it fires.



You not only have to destroy a Cobra base in Mission Five, but you also must rescue General Hawk. In the desert be sure to jump into the larger dunes — they hide power-ups.



The Mission Five maze is complicated, but there are a number of vehicles that make it a little easier. Plant your bomb at the check mark, then jump up through the floor to reach



**HHINT** 

the interrogator.

Use hand-to-hand combat as much as possible, Many characters, such as Captain Grid Inor or Rock and Roll, have a very strong punch and can easily defeat most enemies. You should save your arming her bosses and long-distance lighting.

Taxon IA I Monteh Prikwoy, Jan Jose, CA 96134

As the ceiling starts dropping in the last zone of Mission Five, you must destroy blocks to make a path. Choose characters whose weapons shoot in an angled spread to carve



Mission Six is led by General Hawk himself. Luckily, the general can fly through the maze with his jet-pack.



When you face the dreaded Cobra Commander, the floor scrolls to the left, and narrow safe areas are alternated with pits and electron beams.

If you shoot straight up or straight down,

your shots can "wrap" the screen. The

power beam is especially good for this

because it can shoot through some walls

and platforms the regular laser can't.

This technique is unusually effective

during stages two, four, and six.

#### METALSTORM

n the year 2501 the Earth's technology suddenly backfires, threatening the entire solar system with destruction.

The LaserGun on the Plutonian outpost of Cyberg - installed to protect

colonists from hostile aliens has gone haywire. Instead of destroying enemies, it's demolishing every planet in the Milky Way. Neptune has already been reduced to dust ... and Earth may be next.

In Metal-

Storm, you must travel to Pluto to activate the LaserGun's jammed selfdestruct mechanism. Using your M-308 Gunner battlesuit, you must overcome airlocks, defense barriers, tanks, and elevators. Blocking your path are evil creatures and bosses. Even after vou beat these brutes you can't take a breather - it's time to disarm the LaserGun. If you can reach it.



The M-308 Gunner is armed with a laser rifle, but its greatest advantage is its ability to manipulate gravity. By executing the "Gravity Flip," it's possible for the battlesuit to "fall" upward and walk on the ceiling. This unique ability allows you to execute some

> incredible maneuvers - and it makes MetalStorm a unique game, combining arcade action and challenging strategy.

Throughout the game you should grab power-up icons. You have a choice of three weapon

icons: a power beam, gravity fireballs, and shield force. Since your battlesuit can be equipped with only one of these at a time, choosing the right weapon for a given situation is important. When in doubt, use the power beam - since it increases the width of your laser and makes it shoot faster, it's the best weapon to have. And once you have the weapon you want, make sure

> This "P" icon is the power beam. It increases the width of your laser and gives you the ability to shoot through some walls. In general, this is the most useful power-up.





That's not to say, however, that other power-ups don't have their moments. The gravity fireball makes you invincible while flipping, which can be handy.



The first boss has a blue globe that moves between different ports. Dodge its shots until the globe pokes out from the bottom port, then blast away.



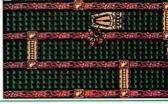
These shutters swing to different positions every time you flip, so be careful. If you're in the way when they flip, you're crushed like a tin can.





When these ships fire, the shots come out from their sides in two arcs. Stand in front of these ships to destroy them or run past quickly and get behind them — they're deadly if you're above or below.

You must move last to get through these defense gates. Jump from one platform to the next as quickly as you can, shifting just slightly to the right with each jump.



you don't pick up another weapon icon by mistake.

Other special icons include the "Crusher," which destroys all enemies on-screen, and extra armor which can absorb one hit of damage. It isn't possible to have more than one unit of armor at a time, however, so once it's been used, start looking for more.

All the power-up icons except extra lives are found in specific places on each stage, so take note of what items you find and their locations. Extra lives — which are very rare — disappear if you die during a stage, so you can only grab them once. If you're having trouble finishing a level intact, the best thing to do is to

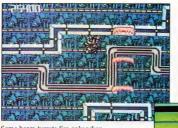


Once you've destroyed one energizer, you have a safe platform on which to stand. Attack the energizer on the platform above by jumping just high enough to shoot it without actually landing.



Although you can destroy these tramcars, there are always more coming. Fortunately, they don't move very quickly, and there's usually a safe spot to stand.





Some beam turrets fire only when gravity is pulling in a specific direction. You must flip to shut off the turret — just make sure you're all the way past before flipping back!

The third boss, "Gultzen," follows you from one yellow circle to the next. Fire until it starts moving, then get out of its way. Gultzen itself can't shoot you, so if you have to, wait before running through the beams.



try using a different weapon the next time around.

MetalStorm has seven stages, and each stage has two sections. Using passwords, you can return to the beginning of your current stage if you die, retaining your inventory and any lives you had at the end of the previous stage. It's possible, then, to finish one stage, use the continue feature to explore, practice, and plan strategies for the next stage, then exit the

game and use your password to restart with all your lives and power-ups intact.

In addition, the game has unlimited continues, so when all your lives are used up you can continue from the beginning of the section you're cur-



There's not much room inside the cargo elevator that carries you through stage four. Try to shoot these reappearing turrets while you're standing in the corners.



In stage 4-2, you're buzzed from all sides by these small attack robots. The shield force weapon makes this section a little easier to survive.





These beams make stage five pretty hostile. Most of them can be destroyed, but it's better just to run by when you can. Usually there's a place to hide while the beams are firing.

The stage four boss, the "Zoniar" unit, is tricky. Concentrate on blasting the turrets while the Zoniar is bouncing around inside the elevator. Then, when the turrets are gone, the Zoniar is defenseless.



rently playing. But in this case, you have only three lives, and you lose any power-ups you had.

MetalStorm is an extremely welldesigned game. The graphics are top-notch, and the action is smooth and fairly dynamic. The "Gravity Flip" may seem gimmicky at first, but the different stages require some skillful flips and jumps, and the numerous and varied types of enemies you encounter really keep you on your toes.

Although MetalStorm is an arcade shooter at heart, it's a perfect example of how a little ingenuity and careful attention to detail can keep an old formula exciting.



This boss constantly changes its configuration to alter its field of fire. Concentrate on dodging its shots and staying alive, rather than causing a lot of damage all at once.



Although there's no floor in stage six, you can't be killed by a fall — you'll simply "wrap" back up to the top of the screen. This is another stage where you'll need to take things one step at a time.





As you get to the end of stage six, you must walk off the edge of the platform, fall into space, and flip just before you hit the spikes. It's the only way you can jump far enough to reach the safe side of the platform.

If you've got a power beam, destroy these guns as you go. If you don't, runover the top of this gun platform. Keep jumping, don't slow down, and try to land on the blue platforms toward the far end.



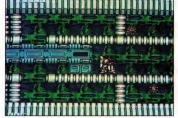
In stage 5-2, there's a series of platforms just past the beam unit where you'll be attacked by robots that explode into wide laser arcs. If you hop onto the top platform and wait until the first robot attacks, then drop onto the middle platform before continuing on, you'll be left alone until the platforms end.



These three units constantly circle the chamber. Keep firing, and before you get smashed, walk off the edge of the unit you're standing on and drop down to the next one.



Irem 8335 154th Avenue, NE; Redmond, WA 98052



Just before the final fight, you're faced with a choice of power-up icons. Grab the power beam before moving on. Good luck!

HINT

#### SILVER SURFER

ons ago, the planet Zenn-La was threatened by Galactus, a cosmic being of immense power whose hunger for energy

drove him to consume entire planets. Zenn-La was saved by one of its inhabitants, Norrin Radd, who flew out to Galactus and persuaded him to

spare the planet and its people.

Although Galactus agreed, it was with the provision that Radd would become the herald of Galactus, journeving across the universe to find him energy-rich planets that were

not inhabited. Galactus changed Norrin's body into one that could better withstand the ravages of deep space, granted him a measure of cosmic power, and fashioned a unique vehicle for him - a kind of galactic surfboard made of the same silvery material as his new body.

In the Silver Surfer videogame,

Galactus has called on the Surfer for help. The evil rulers of the six forgotten realms plan to assemble a Cosmic Device that would open a hole in space and allow the ravaging hordes of the Magik Domain to enter.

Your first decision is to choose the forgotten realm in which you wish to begin. The only realm you cannot

> Magik Domain - in order to reach it, you must have beaten the other five. Each realm has three sections; you must meet

choose is the

and defeat the ruler at the end of the third section. If you're

victorious in battle, the ruler surrenders his piece of the Cosmic Device.

The game instructions suggest that you begin with either Reptyl's or Mephisto's realms. And although Reptyl's realm is indeed one of the easiest to travel through - and thus a good place to cut your teeth -Mephisto's realm turns out to be one

> Don't waste your time trying to kill these frogs - they're obstacles, not targets. If you wait too long trying to destroy them, you'll get trapped.



These are the five evil rulers of the forgotten realms. Although you can take them on in any order, you should probably start with Reptyl.

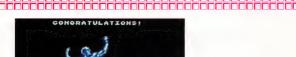


Most of these red-topped pyramids in section two hide some sort of powerup. This one, though, is a trap. When shot, it throws out red disks in positively lethal spirals.



As long as you have an orb and a few "F" symbols, Reptyl isn't hard to beat. Line up your board with the dinosaur's mouth. Your shots destroy his, but be ready to dodge if any slip through.





THE DEVICE PIECE HAS BEEN

At the end of each realm, you can retrieve one piece of the Cosmic Device if you've destroyed the ruler of that world. After Reptyl, tackle the Emperor's realm. This first-stage boss shoots angled missiles. If you stay at the bottom of the screen, you can sneak in for a shot or two, then find the safe places in between the lines of fire.



of the most difficult to complete. There are few power-ups, and hordes of enemies swarm toward you at once, particularly during the final section. The Emperor's realm, on the other hand, has a fair number of power-ups and enemies that move in much more predictable patterns. So after you've finished Reptyl's domain, continue on

through the Emperor's for your next challenge.

Throughout your journey, you should hunt for the five kinds of power-ups. The most important are



Move fast to grab this extra life. There's nothing guarding it, but it disappears pretty quickly. If you hesitate for a second, it'll be gone.

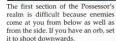


Emperor is one of the easiest bosses — just destroy this bank of guns. Your shots can stop its shots, so line up with each barrel. Start at the top and work your way down.





When you reach section two, you'll come to an area where gun turrets are mounted on rails. If you have orbs, set them to shoot out to the sides.





orbs, which fly alongside your surfboard and fire when you do, doubling your firepower. By using the B button, you can also select the direction in which the orb fires. "F" symbols increase the number of shots fired each time you hit the fire button — and if you collect enough of them, the symbols increase the damage those shots do. "B" symbols are

smart bombs which destroy all enemies on-screen (except for bosses, of course). Regular "S" symbols increase your speed, and larger, silver "S" symbols give you an extra life.



Be careful when facing the Possessor. Just before most enemies appear, the area where they'll spring from flashes, and once they're on-screen, they travel in straight lines.



To get by these doors in Mephisto's realm, wait for the ghosts to come out, destroy them, then fly past. If you see the next door opening, stop and wait for that ghost as well.



Mephisto breathes out some kind of vaporthat's not only deadly, but shoots at you as well. Line up your board with the emerging vapor and keep firing. If it shoots, zigzag to miss the missiles, then concentrate on the vapor again.

Although these hands in section two are indestructible, the rocks they throw aren't. If you have orbs, set them to shoot to the side. If you don't have orbs, cross your fingers and try to fly between the volley of rocks.



In general, Silver Surfer is a wellmade arcade game, but there are a few quirks. For one thing, your enemies' shots don't behave consistently — in some realms you can destroy their missiles with your own shots, but in other realms you can't, and there doesn't seem to be any way to tell which is which beforehand. Likewise, there's some difficulty telling which graphics are just part of the background and which are deadly obstacles. As a general rule though, if you can't shoot through it, you can't fly through it, either.



To get this orb in Firelord's realm, don't wait for the lava — grab it before the lava falls, then zip out of the alcove afterwards so you won't get trapped by the scrolling screen.



This stretch is much easier to complete if you destroy these lava spouts. If you have any orbs, use them to shoot downward at enemies emerging from below.





Although his realm is difficult, the Firelord himself is fairly easy to beat. No special trick here — just hang back a little, line up your board, and shoot

The instruction book tells you how to get to the password screen, but you never get passwords as you play the game. Here are three that Arcadia provided for us:

FPNFR7

FRY3FG

GDX4F

Theref help you then be a presently properly

They'll help you through the Possessor's realm.

The Magik Realm is the hardest one to get through. Parts of it don't even have many enemies — maneuvering through it is difficult enough.

After defeating the first five rulers, you're ready to venture into the Magik Domain. Take a short rest while Galactus calls up the interdimensional gateway to send you there.



Arcadia (a division of Virgin Mastertronic) 18001 Cowan; Suites A&B;



This rather macabre pair of hunting trophies is the last hurdle to clear before the final boss. Wait for the drop to fall, then quickly fly by or the splash will kill you.

#### SNAKE RATTLE N ROLL



hat a bunch of whining crybabies we are. Even with all of our modern conveniences, we can always

find something to complain about. Consider, for example, our 20th cen-

tury methods of travel. We can get around faster and more conveniently than any other group of people in history. Butstill, we moan. The slippery

The slippery heroes of Snake Rattle N Roll would laugh themselves silly at our bellyaching. Just look at what they put up with. While we're get-

ting upset at the crazy antics of our fellow motorists while locked in a trafficjam, in Snake Rattle N Roll, a huge block can pop out from the side of a mountain and push you off the edge of a cliff.



We stew in our own juices for every minute an airline flight is delayed, but in this NES game, gigantic razor blades can slice you in half as you're innocently proceeding on your journey. And while nothing raises our blood pressure like realizing our lug-

gage has been lost, in Snake Rattle N Roll, an anvil could fall from above at any minute and crush your head.

Travel has never been more dangerous — or than in this game. Oddly enough, though, that's the primary focus of Snake Rattle N Roll. There's not even a

story behind the game; all you know is that you're controlling a serpent with the need for speed. And for unexplained reasons, its eventual destination is the moon. To get there, you must guide your snake through 11

> Snake Rattle N Roll features several warps that let you bypass entire levels. Landing on this unmarked block lets youleapfrog over the second level.





If you're fast on the slither, you might catch a ride on this snake shuttle, which transports you directly to level eight.



Big Feet like this one appear throughout the game. They're hard to kill, but they're worth a fair number of bonus points.



The second level requires a lot of maneuvering. Activating this clock, however, buys you 25 extra seconds.





Take it slow on this ledge, and be ready with your tongue. Tear through herein a hurry, and you're likely to land on top of a razor blade.

Zap this mushroom before you approach the scale. After weighing in, start climbing the stairway of blocks that ends above the scale.



levels of terrain, winding your way past hazardous creatures and deadly natural barriers.

All of this hustling around is bound to make you hungry. Fortunately, eating is almost as important to your mission as traveling. In fact, you can't advance from one level to the next until your weight reaches a certain amount.

For your dining pleasure, try Nibbley Pibbleys, parcels of energy shot out of handy dispensers. Throughout the game, the Nibbley Pibbleys take on different forms. Early on, they're small balls of food that bounce around energetically. As the game continues, they grow



There's another warp here in the third level, but you must do some heavy-duty jumping to get up to it.



Pools like this one are controlled by death-grip currents. Swimming through these areas is difficult — and so is slithering out of them.





The toughest jumps in *Snake Rattle N Roll* force you to change direction or levels after you're airborne.

Some level four Nibbley Pibbleys flatten out to a small splat when they hit the surface, then bounce away elusively.



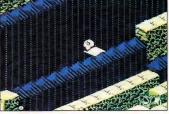
feet and try to outrun your voracious appetite. Later on, the Nibbley Pibbleys mutate into birds and fish.

Maintaining your ideal reptilian weight sounds easier than it is. For one thing, some Nibbley Pibbleys don't contain nutrients. They may look like food, but they explode shortly after being dispensed. Destructive enemies also try to make you lose weight quite rapidly — huge feet try to dance on you, and poisonous plants and snake-hungry sharks want you for their viper du jour.

But helpful objects also abound in this 3-D world. Tongue extensions let you reach out and touch your food faster, from positions of



Winged Nibbleys are harder to catch, but if you're patient, you can still get a full meal.



The trickiest part of this magic carpet ride is when your flying rug vanishes. When it does, leap straight up in the air and wait for it to reappear.





As much as you'd like to, you can't ignore this menacing mouth. It spits out the fish tail you need to catch so you can climb the enormous waterfall.

The exit from level six is right beneath you, but how do you get to it? You have to let yourself fall down by the opening, then immediately duck into it.



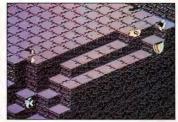
greater safety. Other items allow you to move faster, give you more time, or make you immune to attack for short durations.

If you're unconvinced that a game about snakes and Nibbley Pibbleys could pose a threat to your gaming prowess, keep in mind that your successful exit from each level must be accomplished within a strict time limit. Basically, in Snake Rattle N Roll you've got a short amount of time

and a lot of ground to cover (some of it dangerous). Hey — maybe it's not that different from modern travel after all.



Geysers can be useful methods of transportation. Here you need to use this gusher to boost your jump to the pool on the upper left.



The easiest way to catch fish is to wait until they've swum into a corner, then go after them. Otherwise, they're likely to dart away from you.



If you die making this leap, the computer may reposition you on the block you were trying to reach. If that happens, stay perfectly still until you're ready to jump up the next set of ice stairs.

The ice levels are steep and slippery—and probably the most difficult areas to navigate. When this snowball is at the top of its bounce, run to the block underneath it.

The underwater sequences of level eight are tricky. First of all, the fish Pibbleys

can zip away from you with ease. They also require more strikes from your tongue to catch, so you must not only find them, but also hold them in place you've eaten them. And remember that you can't exist indefinitely without taking in nourishment underwater. If too much time lapses between Pibbleys, you might die.

Nintendo of America P.O. Box 957; Redmond, WA 98073-0957



Get closer to the center of this floor of ice. The Ice Foot probably won't be able to reach you, and you'll still be able to catch the Nibbley Pibbleys as they land around you.



Here's another snowball to contend with — and one last level to conquer before finishing your busy journey.



#### TIME LORD

1

hings aren't what they used to be — or are they? What if, for example, someone started messing around the reby changing the

with the past, thereby changing the future. Would you really be aware of it? Well, philosophy has come to life because the year is 2999, and someone

has been meddling with history. Alien warriors from Drakkon are manipulating events to mold the present and control humanity.

A group of scientists has hastily developedaprototype

time machine. As a soldier of fortune, you quite naturally took them up on their generous offer of cash and signed on as the time operative given the task of stopping the Drakkons.

As the agent code-named "Time Lord," it's your job to visit the four time periods in which the Drakkons have pitched camp and eliminate the threat to present-day Earth. The scientists can use their machine to send back only one object at a time, so you must make your journey unarmed. Your allies do, however, send weaponry to you—you just have to pick up the objects scattered through the four time zones.

Once you've reached one of the time zones, your prime directive is to acquire the five orbs sentback by the scientists. Four of the orbs are relatively easy to acquire, although you may have to use a bit of ingenuity

to reach them.

make your path through the zones

things you must have to survive a zone

The fifth orb is another story. To collectit, you must defeat the Drakkon Lord in each time period. Because of the instability of your time portal, you have only one year to destroy all the Drakkon Lords and return to the Time Travel Center for your final battle with

Even the corridors of the Time Travel Center are full of Drakkons. Don't get so involved in the heat of battle that you forget to pick up the five orbs Gary Meredith

AB TIME TARVEI

ASSERVEN LENTER

TOUR MISSION 
CAPTURE 5 DRBS IN ERCH
TIME ZONE NO ELIMINAE
RLIEN FORMS LENNIGHE
EARNY S AUSTON

You're supposed to be the best agent money can buy. For the sake of the billions of people on Earth, let's hope that's not all hype.



When you've found all five orbs, get to the Warp Generator platform so you can be transported to your first time zone.



These winged dragons may look like Dumbo's cousins, but they're still deadly — especially when they begin to toss bombs your way.







Once you're inside Castle Harman, the enemies increase in number. By now, you should have acquired the use of a sharp sword, so the odds are a little more in your favor ... but not much.

Asyou search for orbs, don't overlook anything underfoot — or even over your head. The orbs are placed at random, so they may be in different locations the next time you come through.



 you guessed it — the Drakkon King.

In addition to the usual assortment of Drakkon henchmen, each time zone has unique enemies. So you must battle knights, elves, and dragons in the medieval milieu of 1250, while Dead Man's Gulch in 1860 features gunslingers, vultures, and wild dogs.

The Caribbean of 1650 is swarming with pirates, crabs, and



You can only uncover the final orb in Castle Harman by defeating the Monster Dragon. Your best tactic is to stay to the far right or left, and let the beast come to you.



Dead Man's Gulch is a friendly town with good business opportunities — if you're an undertaker. Keep to the safest path and walk along the edges of the sidewalk.





difficult to reach. If you time your leap correctly, you can use that win-

dow hombre's head as your final steppingstone.

This guy's a little big to be the Frito Bandito, but you'll have to defeat him to collect the final orb in this zone.



sea serpents, and from there you warp to a 1943 French battlefield with tanks, land mines, heavily armed soldiers, and the horrible hungry piranhas (a previously undiscovered Nazi weapon?).

Back (or is it forward?) in 2999, the Time Travel Center swarms with Drakkon henchmen — as well as a few pesky killer robots. You should pay special attention to your method of attack when you face



You've always dreamed of vacationing in the Caymans, but this Caribbean cruise may be more than you bargained for. Timing is everything in these sword fights.



One of the first things to find on the pirate ship is the throwing dagger. Taking on one of these vicious creatures with just your cutlass is simply asking for trouble.





out this giant clam instead. Maybe it's the only bivalve the Drakkonians could find.

Pearls — and pearl-like orbs — are usually found in oyster shells, but check

Even barrels seem to have minds of their own under Drakkonian influence. When climbing the crates, you can dodge the barrels by moving close to the crates



these robots. If you perservere, some of the mechanical monsters actually drop weapons for you, and a little extra firepower can mean the difference between victory and defeat.

Time Lord is a well-made, colorful, and exciting game. There's lots to see and do in the different time periods, and the wide variety of villains precludes any boredom. The storyline is

in the best tradition of science fiction, adding to the overall fun. You'll be impressed by this one.





Although these trenches are straight out of World War I, that tank is unmistakably from the early 1940s. Remember that the tank's shots are very damaging to you.



You should duck into one of these shafts as soon as possible. Although one of the orbs in this stage is transparent, a lucky shot might uncover it.





Asifyou didn'thave enough to worry about, one of the orbs has definite killer instincts—and keep an eye out for piranhas around here, too.



In the infal stage there are some creatures (such as the robots with the clamshell heads) that drop additional weaponsifyou don't kill them too soon Wait a few moments, then reap your reward of enhanced firepower. Otto is one tough cookie, with his seemingly endless supply of machine gun ammo. Try to get in close to him, but be careful to stay under his gunfire.



#### Milton Bradley

443 Shaker Road; East Longmeadow, MA 01028



Back in the Time Travel Center, things have gone downhill. The robots, hoverbots, and Drakkon Stormers are determined to keep you from the final battle with the king.



If you've gotten this far, then you've already found the rocket laser gun and the missile gun. They're absolutely essential in your battle with this friendly face(s).

## Cabal



urprise, surprise! Here's another one-man-against-an-army-of-amazingly-well-armed-terrorists game. Although this is an even more exhausted genre than rescue-the-princess games, somebody must still be buying them because the game companies keep churning them out.

But Cabal has virtually nothing to distinguish it from 20 or 30 others on the market except that it's a translation of a computer game that was published about a year ago.

Game Player's gave that PC versions a mixed review. It seemed well-designed, in the sense that the limitations of PC joysticks had been taken into account. Unlike, say, Sky Shark, which was literally unplayable in its PC version, Cabal seemed tough but



At the airfield, take cover to the right and shoot when enemy fire slacks off.



Level 1 begins in a village — you must blow up buildings to reveal concealed enemy positions.

fair. The graphics were better than average, too.

Unfortunately, that's not the case with this NES version. The graphics aren't even average, the colors are strange (where did they get that blue?), and the game play is about as subtle as a nuclear weapon.

Your object is simply to destroy everything on the screen — men, planes, tanks, missiles, submarines, even battleships. There's an endless,



On level 2, frogmen are hidden in the tidal pool on the beach.

mindless swarm of targets through 5 levels and 20 stages, and all you do is shoot, evade, and pick up bonus icons to give you greater firepower and additional lives.

Again, a comparison with Sky Shark or 1943 is helpful. Like these notoriously difficult arcade games, Cabal just about defines the limit of human reflexes and hand/eye coordination. Some players will be challenged by this, of course; many others, we suspect, will give up in frustration long before they make it halfway through the action.

You probably already know if this game is for you or not. If it is, you can look forward to five levels of increasingly hard shooting, with nonstop targets (human and mechanized) popping up from villages, airfields, jungles, mountains, and beaches.

You get five lives to start with, an extra life if you complete a level, and three continues. Game play features a one- or two-player option, and the



What's a submarine doing in a millpond? Who knows? Who cares? Just destroy it and move on to the next target.



You can take cover behind brick walls in the foreground, but only until enemy fire knocks them down.

game is significantly easier (but still terribly hard) when two people are shooting at once.

The game does give you two

breaks: Each time you clear a level, there's a brief period during which you're invincible and can wreak considerable havoc at little danger to



When you get to the docks, be sure to blow up the warehouses and cranes, along with the more obvious targets.

yourself. Make the most of it.

The other is an "enemy strength meter" that runs across the bottom of the screen and shows you how many more targets there are left to destroy on this particular screen. This is an encouraging and helpful feature that should be included in more games.

Hardcore arcade addicts will get exactly whatthey crave in Cabal. Game players with a low tolerance for frustration, however, would do well to heed the warning label on the game box: "This game contains nonstop action. Those with a weak trigger finger may wish to consult a physician before playing."

As cliched and tiresome as we found Cabal to be, we can only applaud such truth in packaging.

GP

Milton Bradley
443 Shaker Road; East Longmeadow, MA 01028



## Castle of Deceit

#### Gary Meredith

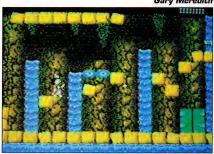
ou can hardly comprehend the awesome power residing, within the ancient Castle of Deceit. How can an apprentice magician understand the strength held by the six Runes of Guarding that lie behind the unbelievably old walls of the castle?

Each stone can energize a gate-

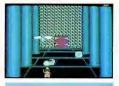
way to another universe—but the stones also emit a little-understood energy. It was his constant exposure to this energy that caused Phylax, the Runes' guard, to go insane. Six deadly entities were created by his mad hallucinations, and the creatures—carrying the Runes with them — fled



To complete his quest, Eebo must enter the Castle of Deceit, where the crazed Phylax still skulks. Once Eebo recovers the Runes, he must confront the insane guard.



The Bifocal Watchers are steadfast guards, so don't try to lure them away from their posts. If you don't have any magic to try on them, it's best simply to avoid them altogether.



The Castle Aragain is under the watchful eye of the insectoid O'Donna. If you survive encounters with the other creatures, you'll face O'Donna in the challenge chamber.



There are numerous Doorwraiths in this castle, but despite their supernatural appearance, they're quite easily dispatched with just a couple of magic blasts.



The deceptively beautiful lunar moths are, in fact, the most deadly creatures you meet in the stage. You must use the trees to get to certain areas, so be especially wary of the moths.

through the gateways to six different universes.

In Castle of Deceit, you are the young magician Eebo. Your questis to enter the castle and search for the Runes. Since the Runes are no longer in this universe, the gateways leading to other worlds have gone haywire, bending time and space into a hope-lessly complex cosmological jigsaw puzzle. It's through this nightmare world, where nothing may be as it seems, that you must travel.

The insane Phylax is still lurking in the corridors of the Castle of Deceit, and monsters from other dimensions have escaped from their universes and are prowling frhrough the passageways as well. But the Castle of Deceit isn't your only concern— you must travel to the castles at the end of each gateway, using all your wit and magical ability to recover the stones before the

six other universes collapse and all of creation is destroyed.

Each of the tengame levels is ruled by a boss whom you must defeat before advancing to the next stage. But even before you meet the bosses, you must battle your way through one of the largest — and strangest — collection of creatures to be found in a videogame. From the powerful Mantascorp to the prolific Arachuisstalkers to the stylishly deadly Designer Shades, Castle of Deceti features a wider assortment of monsters than most games. You must really stay on your toes and vary your combat tactics to destroy this bunch.

However, there is a downside to the game. Since the controller interface isn't very responsive, Castle of Deceit can be an exercise in frustration. It's especially disconcerting because your character is called upon to do so



Orthrop, keeper of the Castle of the Moons, only has eyes for you — and rather large eyes at that. Aim your magical spheres right into his eyes to destroy him.

much — not only battling monsters, but also maneuvering through tight situations.

You'll learn to compensate for the control's vagueness with some practice, but it's a shame that this problem is part of an otherwise charming and potentially exciting game. Don't think this is a fatal flaw, though—there are successful games on the market with even more glaring problems. Castle of Deceti is a colorful and varied game; it's just one that may take a bit more effort than usual to play.

#### Bunch Games

1442 Irvine Blvd.; Suite 134; Tustin, CA 92680

# Post of Parties

## Challenge of the Dragon

Stephen Poole



Your first encounter with these ninjas probably won't be a pleasant one. They're very quick and hurl shuriken with deadly accuracy. Climb onto the walls, then jump down to make your attack just after they've tossed their shuriken.

veryone knows that adolescence isn't an easy time of life. It's tough enough figuring out when to leave your childhood pursuits behind and move into the world of adults and wildly raging hormones don't make the adjustment any easier. Most people, however, manage to make it through those turbulent years without causing too much havoc in the process.



When this dragon appears, go to either corner at the top of the screen so you're able to land a blow each time he swoops toward you.

But Demiwind, an evil sorcerer living in the land of Lorin, isn't like most people. As a child his penchant for magical mischief was seen as a harmless phase that would soon end. The good people of Lorin made one mistake in that assumption, thoughthey didn't consider the effect puberty would have on Demiwind's supercharged glands.

Soon Demivsind's practical jokes with the property of the property of the property of the wiping out several villages with the mere wave of his hand, he crowned his evil deeds by kidnapping Ninita, a lovely girl held in the highest esteem by her village. Her only hope of rescue lies with her friend Sir Burkelot, a mighty warrior who is the only person to have mastered the deadly dragonstyle kung fu.

In Color Dreams' Challenge of the Dragon, you control Sir Burkelot as he battles his way through ten areas in pursuit of the teenaged terror. Along the way you must face the ninjas, knights, and mongols that Demiwind has enlisted in his service—as well as various monsters the evil sorcere has



These red-robed master ninjas toss bombs and shuriken at you. Use some of the magic you've acquired to light up the nighttimesky—and significantly weaken these menacing foes.

created. When you begin your search for Ninita, your only weapons against these foes are your trusty sword and your martial arts skill. You have several methods of attack at your disposal — including sword thrusts and hacks, knee-jabs, and the powerful flying-dragon-kick —butyou usually don'thave to worry about learning the maneuvers. Pressing the Button automatically selects the best attack, except for attacks you make on the move, such as the shoulder-but or the flying-kick.

As you get closer to Demiwind's castle, your enemies become increasingly skilled in martial and magical arts. Luckily, you can find plenty of magic and health bottles, and using the magic is just as easy as selecting the best kind of attack. All you have to do is press Select to toss the magical equivalent of a hand grenade. While the magic weakens all the enemies on the screen, it won't completely eliminate any of them—you must move in close to finish them off.



These wizards aren't as well-versed in black magic as Demiwind, but they do have the ability to dematerialize just as you're about to attack. Be sure to save plenty of magic for this stage — but use it only after they've re-materialized.



Aware that you're on a mission to rescue Ninita, Demiwind has brought the dead to life in an effort to stop you before you reach his castle. Keep moving, and be sure to avoid the knives they drop each time they leap.

To say there are quite a few kung fu games on the market is an understatement. For a new game to stand out, it must have above-average graphics, responsive character control, smooth animation, and a high (but fair) degree of difficulty. Unfortunately, Challenge of the Dragon falls a little short in almost all of those categories.

Your character is very small, which makes it difficult to see what's going on in during combat — certainly not a plus for a game that consists almost entirely of punching, kicking, and hacking. The graphics, although colorful, are by no means exceptional, and the automatic attack-select tends to make fighting just a bit too easy.

One nice touch, however, is the storyline's unique wist on the damsel-in-distress plot. But a clever story isn't enough. Challenge of the Dragon isn't a bad game; it just doesn't have any qualities that make it unique in its already crowded genre.



Rocky Haven is home to huge, club-wielding Mongols. You'll find plenty of magic bottles here to help you, but you can expect to be tossed around quite a bit before you get past this giant.

GP

Color Dreams

2700 East Imperial Highway; Building B; Brea, CA 92621



## Jim Henson's Muppet Adventure:

Lisa M. Bouchey

iss Piggy has long had her sights set on two things — Kermit the Frog and a show-business career. But being billed as a sideshow attraction is not what she had in mind.

Still, in Jim Henson's Muppet Adventure: Chaos at the Carnival, that's exactly where our femme fatale finds herself. The devilish Dr. Grump has kidnapped Miss Piggy, and now she's the star attraction in his carnival of confusion. It's up to Kermit and his ragged band of Muppet rescuers to save the indomitable pig.

In this new game from Hi Tech Expressions, you get to explore the carnivalas not just one of your favorite Muppet characters, but as four — Kermit, Fozzie Bear, Animal, and Gonzo. Each Muppet must survive one carnival ride and find a key that helps unlock the cave of Dr. Grump and the evil Grumpsaarurs.

The "Lost in Space" ride is perfect for The Great Gonzo's daredevil nature. To find the key in this attraction, you must guide Gonzo through space, avoiding obstacles, collecting prizes, and destroying the space station. Nothing is too risky for Gonzo, but he still faces some tough tests from Space Dogs, an asteroid cave, and flying satellites.



As you navigate Kermit around rocks in the river, make a beeline for periscopes and buoys — they restore your power and give you extra chances to run the rapids.



Avoid the booby traps and rubber-band bumpers on the Car Crash Course, or Animal won't have enough power to finish the obstacle course and pick up his key.



Docking with fuel canisters restores Gonzo's power in the Lost in Space ride. You need all the power you can muster to destroy the enemy space station and earn your key.

### Chaos at the Carnival

Clumsy, well-intentioned Fozzie Bear needs your help to get through the "Fun House Ice Cream Maze" and find his key. Watch out for carnival barkers and moving walls as you guide the bear comedian. If the barkers block your path, throw bones, banana peels, or hearts to get them out of your way.

Animal likes to have lots of loud fun, so the "Car Crash Course" is the perfect challenge for this wild and crazy Muppet. Steer Animal around the booby traps, oil slicks, and rubberband bumpers to find the key. Running over the flags on the course helps rack up extra points and restore his power.

To find the fourth key, you must help Kermit navigate his boat down a raging river. Keep a sharp eye out for rocks, floating logs, and a changing shoreline as you shoot the rapids on your rescue mission.

Once the Muppets have earned all four keys, Kermit can unlock Dr. Grump's cave. But although he's prepared to meet the Grumpasaurus when he enters the cave, he finds himself standing on a sandy beach instead. Where are the bad guys? Just hop along the beach until your find the monster. Remember: He may be big and ugly, but even the meanest monsters have their weak spots.

Compared to the cartoon-inspired Disney and Simpson adventures—or even Hi Tech's Sesame Street games—the graphics in the Muppet Adventure are disappointing. Even the character sketches in the instruction manual are more realistic than the game's graphics—and some of the characters areso small that it's hard to tell which Muppet is which. Still, members of the Muppet Baby generation will probably enjoy the game, although it might have limited appeal for older players.



Carnival barkers chase Fozzie through the Ice Cream Maze. A wellplaced banana peel whisks them out of your way — but watch out for moving walls and dead ends.



A feather is all Kermit needs to defeat the Grumpasaurus monster.



He may look frightening, but this monster's bark is worse than his bite.

Hi Tech Expressions

584 Broadway; New York, NY 10012

## Mendel Palace



Stephen Poole



The roulette panel rotates between four items, but the one-up panel is the one you should try to get. Study the pattern of the rotation carefully, but don't forget about any nasty dolls in the vicinity.

fall her toys, Candy loved her dolls the most. She would spend hours with Toby, Mira, Tako, and the other dolls, and sometimes it seemed to her that they were really alive. When she went to bed, she even dreamed that they could run, jump, and talk to her.

Unfortunately, when Candy's fondest dream came true, it turned out to be more of a nightmare. As she slept, her dolls really did come to life. But now that they're alive, they're not as nice as they were in Candy's makebelieve world.

Since they know that if Candy wakes up, her dream — and their newfound freedom — will end, they've decided to keep her asleep forever. The dolls kidnap the child and take her to a place in doll-land called Mendel Palace, and the only way she'll ever wake up is if he best friend, Bon-Bon, can rescue her.

In Mendel Palace, the latest release from Hudson Soft, you play the part of Bon-Bon as he searches for Candy. To find her you must search through eight dollhouses — but don't think that rescuing Candy is going to be child's play. Each dollhouse contains enemies that present unique challenges, and you have to clear all eight



These Vinci dolls aren't master artists, but once a drawing is completed, you can't shuffle the panel—although if you shuffle them before the pictures are finished, anything the dolls have drawn is grased.



If you walk over a moon panel, the room darkens and all the panels turn to stars. While it's not smart to do this if you're facing fast enemies, the lumbering Sumo dolls never catch you as you rack up stars.



The Tako dolls are a nice touch in the game. When you knock them down, a frown appears on their faces when they hit the floor.

dollhouses before you can even set foot inside Mendel Palace.

The floors inside the dollhouses are made up of panels, and your only weapon against Candy's kidnappers is your ability to shuffle the panels. If you shuffle a panel on which a doll is standing, the doll falls down and slides across the floor. To destroy a doll, you have to keep shuffling panels until the doll slides into a wall and breaks.

Since each kind of doll hasits own style of movement and attack, you have to adjust your strategy in each dollhouse. For example, the Sumo dolls don't move very quickly, but if you shuffle them they stomp on the floor and flip over a whole row of panels— and send you careening into the wall or another doll if you're standing on that row.

The Vinci dolls, on the other hand, aren't very aggressive, but they do draw on the panels. Once a drawing its completed, you can't shuffle that panel; in the higher stages the drawings come to life and join forces with their creators.

Some of the panels are actually two or even three panels in one, and by shuffling them you can reveal bonuses or special action panels. Star panels contain stars you collect for an



In some rooms panels can be shuffled until they change into metal. You can use these to form a wall, blocking off dolls while you search for bonus items.

extra life, special bonus panels take you to an extra stage, and roulette panels rotate between four helpful items (including a one-up.)

But some of the action panels can be useful or deadly, depending on when and how you use them. The sun panel, for example, shuffles every panel on the board, slamming almost every doll into the walls. At the same time, however, it could uncoverascore of enemy panels that create more dolls than you destroyed in the first blace.

Hudson Soft has a reputation for designing games with younger players in mind, and the storyline of Mendel Palace will undoubtedly appeal to that same group. But don't let that fool you — Mendel Palace's charming story might bek ids suff, but the combination of fast-paced action and strategy makes it a winner for gamers of all ages.





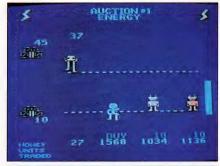
Toby dolls jump when you get near them. Use their shadows to determine where they'll land, then position yourself to shuffle them safely.

Hudson Soft 400 Oyster Point Blvd.; Suite 515; South San Francisco, CA

## M.U.L.E.



#### Richard Lashley



Auctions are where your natures are made — and last if demand is low for your surplus symples, you want much of a profit.

or years, the only games available were board games. Most of these played upon one of our most selfish drives — greed. Games such as Monopoly gave us a chance to collect money from opponents whose only misfortune was to land on Boardwalk when we just placed three hotels on it.

But videogames ended the boardgame monopoly. Now the pursuit of property and the all-American dollar is available for Nintendo players. In M.U.L.E. from Mindscape, you and up to three other fortune hunters rocket to Irata, a planet ripe for settlement.

In this futuristic land war, you can be one of a variety of alien life forms. Flapper is the most profitable alien, since he begins the game with \$1,600. Humans are the least profitable explorers: They venture out into the Irata landscape with only \$600. The others fall somewhere in between.

To stake your claim on Irata, you multiple state to be land-grant feature in MULLE. to obtain a plot of property. Any pioneer knows that a wise selection of land can mean the difference between life and death. If someone else wants the same plot as you do, the game can become very intense, very fast. During the land grant, a blinking square travels across the screen. Quickly hit the A button to freeze the



Anchery are followed by status screen always but you in diing in compare of each your compellion. The person and elargest total net worth was the game.

square of land you want — you don't get a second chance.

When you take a look at your plot, you'll see a river winding down its middle and mountains scattered all



Referr year can work your kind, you must go into town to buy and conflict M U.E.F. a. For M.U.E.F. is one jts way to the Jambands of Irsta.

around. You can produce three resources from your land: ore, food, and energy. The riverbank supports farming, the flatlands yield energy, and the mountains contain ore.



As your empire grows, you must make more trips to the MULE, corn! The prices of the nurchanged on (University and fell with the colony's demands, so when their prices drop — buy, buy, buy, buy.

Once you've staked your claim, go into town and buy a M.U.L.E. (Multiple Use Labor Element). This mechanized donkey does all the dirty work for you, but you must visit the appropriate store to outfit him for his designated task before producing a resource.

When you visit town, you should also check out the pub to see if there's any gambling action going on. Although a quick wager is a good way to pick up some easy cash, don't get caught up in gambling fever — there's a time limit on any visit to town, so if you ignore business matters, you accomplish nothing in the long run.

After you and the other settlers start producing resources, you start competing in auctions. Be sure to sell only your surplus, and hold out for the highest possible price. But try not to make enemies — the law of supply and demand can work against you as well as for you.

Your game strategy revolves



Your first land plots should tall close to the inver. After you've built up food and enemy dones, you can enter the mining trade as the mountains and start making big bucks.



A large surplus of food can give you a litt of levenge it auctions during a food slowtage. Now's your chance to sell your surplus (the amount above the doubtd large on your production (or) at high prices.

around reacting to the colony's needs. As you accumulate more land, transfer M.U.L.E.s from one plot to another to vary the resources of each plot (and capitalize on your neighbor's shortages). For example, if there's an energy crisis, you should line up three energy M.U.L.E.s on three adjoining plots — then collect the benefits during the next auction.

MULLE's landscape and characters look simple, but the game doesn't require detailed graphics — it entertains the mind, not the eyes. The game proves to be an entertaining lesson in economics as well as geography, and its three levels test your ability to rule (or even survive) a space-age Wild West.

Mindscape
[a division of The Software
Toolworks]
60 Leveroni Court; Novato, CA
94949

## Streetfighter 2010 —

Stephen Poole

t's not often that you meet someone who's a kung fu expert, world champion street fighter, and groundbreaking scientist all rolled into one. But Ken, the hero of Capcom's Streetfighter 2010 — The Final Fight, fits that description to a "T."

After defeating all the world's greateststreet fighters, Ken turned his attention to academics. Working in the field of "Cybotics" (Cybernetic Robotics, perhaps?), Ken and his best friend Troy perfected a substance called "Cyboplasm" that could make a person several times stronger than normal. This discovery would be exciting at any time, but it came at a very crucial point in time. Mankind was beginning to travel to new worlds, where such an increase in strength could mean the difference between life and death.

Although Ken had no desire to travel to new worlds, he was happy that his formula could be used to explore the frontiers of space — until the formula for Cyboplasm was stolen and Troy murdered. All the evidence indicated that Troy's murderer had fled into outer space, and Ken knew what awful consequences Cyboplasm would have if it fell into the hands of someone evil. His only choice is to travel to the new worlds, use the



These limbs act as a diving board, and you can use them to evade the hunter drones. Your main goal here is to simply stay alive long enough for your transportation to arrive.



When you come to this wall on the first planet, concentrate on destroying the pods and climbing on top of the beam above you. The horizontally scrolling screen will crush you against the wall if you stay where you are.



A hanging eyeball releases corrosive droplets that form stalagmites on the floor of this cave. Avoid the droplets, then climb the stalagmites to put the eyeball in your lethal range.

## The Final Fight



On the fourth planet you visit, you run into double trouble when these lizard men and jellyfish attack. Drop down until you reach the water, then zap them as they emerge.



Although this floating serpent can be deadly, he's also rather fragile—his body breaks wherever you unleash a blow. Watch out, however, because his head can live (and attack) all by itself.

Cyboplasm serum himself, and find the person responsible for the evil deeds.

From its title, you'd probably expect Streetfighter 2010 to be another furious martial arts exercise, and for the most part you'd be right. The game

places a premium on fast reflexes and good timing. Your primary weapons are your feet and hands, and you must battle your way through a seemingly endless supply of enemies.

But a couple of things set Streetfighter apart from the usual punchand-kick game. The game uses regulated horizontally and vertically
scrolling screens (if you don't keep up
with the scroll, it's curtains for Ken), in
addition to several areas where Ken
can look for enemies by moving vertically and horizontally at his own speed.
And because your quarry has fied to
outer space, your main rivals are repulsive (and persistent) alien life forms
instead of the henchmen and villains
found in most kung fu games.

When Ken begins each life, his punches and kicks have a very short range. You won't get very far unless you search for power-ups to increase this range because getting close to any enemy almost certainly means taking



You must hitch a ride on this jellyfish to reach the shaft above. Don't worry — he won't attack until you've leapt to the walls of the shaft.

a hit. But after just a few power-ups Ken's lethal range increases quite a bit — in fact, it begins to look as though Ken is firing a weapon when he unleashes his blows.

The game has unlimited continues, and for good reason. Capcom recommends Streetfighter 2010 for advanced players, but even that group will probably have its hands full. In fact, you might be surprised at how tough it is just to get past the first enemy!

The storyline is odd — how many kung fu masters are scientists? — but that's nothing new in videogames. The graphics, while not incredible, do give a good sense of the outer worlds. And the high degree of responsiveness makes controlling your character a real joy. If you like arcade-style games with plenty of action and challenge, you won't be disappointed with Streetfighter 2010.

GP

Capcom 3303 Scott Boulevard; Santa Clara, CA 95054

## WILITIES

#### Robocop 2 Storms Nintendo Screens

hat half man/half machine will soon return to videogames in his second crime-fighting adventure. Robocop 2 is one of three new games in development from Data East.

Based on the 1990 movie, Robocop 2 follows the cybernetic law enforcer on his mission to destroy nuclear waste as well as save the citizens of Old Detroit from invaders. As Robocop, you travel through 13 levels, includ-

ing a lab, outer space, and computerized control rooms. Watch out for lightning bolts, crushers, Ed-209 robots, and each level's Big Boss robot. Data East promises that *Robocop* 2 has better graphics and faster game play than the original *Robocop*.

Data East is also working on Bo Jackson Baseball for Nintendo. Let Bo show you what he knows in this game



Frank Murphy, a.k.a. Robocop, returns to videogames in Robocop 2.

with a multi-player perspective and large on-screen player images. You can control your batting options and swing strengths for offensive strategies like bunting and sacrifices. You also get closeups of infield action, pitching options, and complete players' stats

Fans of the NES game Burgertime will be glad to hear that Chef Peter Pepper is about to start cooking on Game Boy. In Burgertime Deluxe, our gourmethero must

run through a maze trying to build as many burgers as he can. The ingredients — hamburger patty, bun, lettuce, to mato, pickles, and cheese — must be stacked in the correct order at the bottom of the maze to earn points. But watch out for Mr. Hot Dog, Mr. Pickle, and Mr. Egg! They'd relish the chance to do away with Chef Pepper.

### Animation Fun with NES

rint shop programs have long been popular for computer users. Now **THQ** is bringing the world of animation art to Nintendo with *NES Video Art*.

This videogame helps you draw, design, sketch, shape, color, and animate your own artistic creations, and no special hardware is needed. You can select 13 different colors, angles, geometric shapes, line sizes, drawing speeds,

and stamp designs using only your NES controller. NES Video Art even has an eraser for mistakes.

Once you've finished your creation, you can bring it to life by adding animation and background sounds. You can even make cartoons or electronic greeting cards by recording your artwork on your VCR.



## AD&D Fun

dvanced Dungeons & Dragons fans are in luck — FCI is developing two AD&D games, Heroes of the Lance and Pool of Radiance, for Nintendo. The games are already very popular computer adventures.

In Heroes of the Lance, your party is on a quest to find the magical Disks of Mishkal. Accurate swordplay and magical spells lead you into the decisive battle against the Black Dragon, Khi Santh



Venture far and wide in your Pool of Radiance quest (PC version shown).

#### The Untouchables Hits NES

uring Prohibition, Al Capone was the most notorious gangster in the United States. Top-notch government agent Elliot Ness was put in charge of bringing him to justice. The people followed this classic case of good-versus-evil with eagle eyes. Now Ocean lets you take part in catching Caone instead of just reading about it.

Capone, instead of just reading about it.
The Nintendo version of *The Untouchables*, based on the 1987 film star-

ring Kevin Costner and Sean Connery, is divided into six bullet-ridden stages, You're Elliot Ness, leading your elite crime-fighters on warehouse raids, alleyway shootouts, border raids, and the climactic railway station shootout. But just when Capone is safely behind bars and you think your mission is complete, you must fight a rooftop duel with one of Capone's henchmen.

#### Attention Game Experts!

If you've always thought your videogame-playing skills deserved some reward, Natsume's Game Master Challenge is tailor-made for you. Natsume is offering sweatshirts to the first 100 people who can beat Natsume's NES game Shadow of the Minja and its Game Boy title Amazing Penguin.

To qualify, send a photo of the last screen of *Shadow of the Ninja*, and a photo of *Amazing Penguin's* closing credits to "Game Master Challenge," Natsume, 1243A Howard Ave., Burlingame, CA 94010.



Let your skill with Amazing Penguin help you win a free sweatshirt.

### Ultima Travels to Game Boy

ans of the PC and Nintendo *Ultima* role-playing adventures have cause to rejoice. Not only is FCI producing an *Ultima* adventure for Game Boy, but the original programmers of the PC titles worked on the Game Boy version as well.

Typical role-playing aspects are part of *Ulltima*: Runes of Virtue. You can choose to be a mage, bard, fighter, or ranger. Your character must meet with Lord British; interact with other characters to receive important items and clues; and explore dangerous dungeons. But standing in your way are some very unvirtuous creatures: bats, seesills, dragons, wisps, and many, many rats.

Runes of Virtue is designed for use with the Game Link video cable, and there are two different styles of play. In the solo version, you have 150 levels of play. In the two-player mode, you have 80 levels and two different dungeons. In one dungeon, you and your opponent compete against one another, while in the other you use teamwork to clear the dungeons and find the Runes.

## CUDELINES

#### Kid-Tested, Mother-Approved

he next time your mother yells at you for playing *Klax* for hours on end, tell her you've got a seal of approval.

The Parents' Choice Foundation, a national organization which supports socially responsible products for children, has released its list of approved NES videogames. Its criteria for videogame approval include: ability to hold a player's attention; positive human values; nonviolence; high quality; intelligent design; and attractive graphics.

The foundation reviews all aspects of children's media, in areas including books, videos, movies, music, and computer programs.

#### NES Games Approved by the Parents' Choice Foundation

The Adventures of Lolo 2 Hal America Bases Loaded II Jaleco A Boy and His Blob Absolute The Chessmaster Hi Tech Expressions Chip'n Dale Rescue Rangers Capcom Fisher-Price I Can Remember GameTek Fisher-Price Perfect Fit GameTek Goal! Jaleco Ieopardy! Junior Edition GameTek Klax Tengen Mega Man 2 Capcom Pictionary LIN Pinbot Nintendo R R I Basehall II Tengen Sesame Street A B C Hi Tech Expressions

Super Mario Bros. 3 Nintendo Super Spike V'Ball Nintendo

Super Spike V'Ball Nintendo Wheel of Fortune, Junior Edition Game Tek

#### Mega Man Makes Leap to Game Boy Screen

e's one of videogames' most famous heroes. His compact robot's body can take on enemies 60 times his size — and beat them senseless. He's Mega Man, the star of three Nintend adventures. Now Capcom has turned him loose in his first Game Boy escapade. Same hero, same villain, different look.

To accommodate the small Game Boycreen, the designers of Mega Man: Dr. Wiley's Revenge have zoomed in on the action. You see a smaller portion of the area you're exploring, but you see it in greater detail, with a large title character and super-big enemies.

In this new adventure, Dr. Wiley has infiltrated the industrial museum that stores the robots and has reactivated them. The pint-sized mechanical man must fight such familiar faces a CutMan, ElectMan, BubbleMan, QuickMan—and an all-new ultimate robot waiting for him at the end of the game.

#### Remote Possibility

f you're the kind of gamer who hates being tied to a three-foot controller wire while playing videogames, read on. Acclaim has released its "Power Player" wireless remote controller.

Acclaim promises that its newest infrared peripheral gives players pin-pointaccuracy from up to 30 feet away. Another much-appreciated feature is the Power Player's automatic shut-off, which helps prevent battery drain.

Acclaim's Power Player wireless remote lets you expand your gaming territory.





Mega Man earns the right to face an ultimate robotin Mega Man: Dr. Wiley's Revense.

#### First for Nintendo

aleco is breaking NES ground with its new game Whomp'em, the first NES game to feature an American Indian as the central character. In Whomp'em you're Soaring Eagle, a young brave who searches the world for totems for his magical pouch.

You travel through eight Mario-like worlds, collecting flint arrowheads, gourds, magic potions, and other totems. Each totem contains unique powers, and the order in which you gather the totems decides the outcome of your game. Six worlds can be searched in any order, allowing you to develop your own successful strategy. Another Jaleco adventure, Totally Rad, is about, like, these two California teenagers who meet, you know, this really tubular magician. Mr. Wizard teaches Jake some cool magic, but then, see, Allison is kidnapped. Boguit.

As Jake, you've got to search five dangerous levels for clues to the kid-napping. Explore an amusement park, a city, and the depths of a monster-filled underworld. Destroy the deadly bosses at the end of every level to advance, until you finally meet Edogy, Lord of the Underworld, who is holding Allison hostage.

Most of your weapons are magic spells that speed up movement, heal wounds, control the elements, or transform you into a lion, lizard, or eagle.



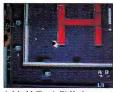
Soaring Eagle is the Indian hero of Whomp'em.

#### Die Hard for NES

ew York policeman John McClane has had a rough day. He's flown out to Los Angeles to spend Christmas with his family, but he's already had a fight with his wife. Now a group of terrorists is holding his wife and her coworkers captive in the Nakatomi building. And he's the only one who knows it.

In Activision's Die Hard, you're the fid-duty policeman who must the inglehandedly beat the terrorists. You must crawl through elevator shafts, air vents, and offices to gather weap-ons, ammunition, and supplies—but you'd better avoid the terrorists and their Uzis, bombs, C-4 explosives, and rocket launchers.

Die Hard features "RealVision," which restricts your vision to only what McClane can see. This, along with the constantly moving terrorists, increases the chance for ambush and instant death — your death.



As John McClane in *Die Hard*, you must save the hostages held in the Nakatomi Plaza.

#### For The hottest New Nintendo, Super Farnicom, Gameboy, Gameboy Hints, Tips & Release Dates Plus A FREE Membership! Call 1-900-TIP-LINE -We match any advertised price on in stock items Guaranteed! -Choose your games the easy way buy Nintendo Catalog Video Tapes featuring almost every game ever made only \$19.99. Arkanoid w/ Controller in Stock Only \$69.99 -The Ultimate Hint Book with over 1000 hints for Nintendo, gameboy & More. Only \$9.99 F-ramicom Magazine & Family Computer Magazine featuring new Famicom, Gameboy and Super Famicom Games from Japan only \$15.00. -Call for Super Famicom and Game Genie. Plus all the games. In Stock Now!!! 39.99 49.99 49.99 49.99 39.99 39.99 Kickle Cubicle 44.99 Last Crusade 39.99 Last Ninja 39.99 Little Nemo Thunder & Lightning 44.99 Time Lord 49.99 Hunt For Red October Hyper Lode Runner In Your Face Time Lord Tiles of Fate TMNT: Arcad B-Day Blowout Back to Future 2/3 TOA 54.99 TBA 30.00 ndit Kings etle Juice 59.99 Loopz 44.99 Low G Man Jeopardyl Kwirk Lock 'n Chase Bill & Ted's Adv Block Out California Raisi 44.99Magiclan TBA Maniac Mans 49.99 Mega Man 3 49.99 Metal Mech. War on Wheels Werewolf World Cup Soccer World Champ World Trophy Socc WWF Challenge 49.99 Mercenary Force Monster Masher Motocross Maniacs Mr. China Gourmet Paradisi NBA All-Star Challenge Palace Muppet Adventur TBA NES Action Foolb 39.99 Nightmare on Elm 39.99 Ninja Crusaders 49.99 North & South 29.99 Orb-30 49.99 Pac-Mania 44.99 Palamedes 39.99 Pipe Dream 44.99 Princess Tomato all 44 99 Gameboy All \$24.99 Unless Listed th Ra estiny of En rty Harry Marlo Dexterity Double Dragon Dr. Mario enge of Gat ragon's Lair 1 Built to Win 44,99 Princess Ioma 49,99 Punisher 29,99 Puznik 49,99 Puzzie 44,99 Pyramid 39,99 Pyros 49,99 Shadow of Nin 44,99 Shack Wave TBA Skate or Die 2 15 City War Snoopy's Mank ortress of Fear Bug's Bunny Castlevania Solar Strik 20 00 Super Scrabble Super Mario Land TMNT: Fall Foot ubject to change. Not responsible for typos. 1491 Boston Post Rd. Old Saybrook, CT. 06475

CALL 1-900-TIP-LINE THE ULTIMATE GAME CLUB To Order 1-203-388-6741

Warty Warriors to Give Ninja Turtles á Run for the Money

ook! Leaping through the universe are those flippered friends of justice, the Battletoads!

In Battletoads from Tradewest, the fearless amphibian threesome - Zitz, Rash, and Pimple — are trying to reach the center of the universe to stop the Dark Queen from destroying the cosmos. With them is their friend Professor T. Bird, who once rescued the trio from the Dark Oueen's sinister henchmen.

Only you can help the Battletoads leap through space and stop the Dark Oueen's diabolical plans.





Nintendo



Thousands of games IN STOCK!!
Rare & Hard to Find Games!!

#### JOIN THE GAME DUDE CLUB!

FREE - Membership!

FREE - \$30 Worth of Coupons!

FREE - Price catalog of all the video games! Nintendo, Genesis, Turbo Grafx-16, Game Boy FREE - Game Dude Top 10 'HOT LIST' New Hints, Tips and Pass Codes!

> To Join Call NOW! (818) 764-2442 Mon-Sat 9-5 PST

Name Address

City/State/Zip

Indicate Systems That You Own Nintendo\_\_ Game Boy\_\_ Sega\_\_ Genesis\_\_ Turbo Grafx-16

Game Dude P.O. Box 8325 Van Nuys, CA 91409

## Do Not Pass Go. Do Not Collect \$200.

he next time you feel the urge to develop a real estate empire, you don't have to wait for friends to come over— Monopoly is coming to the NES.

Monopoly from Parker Brothers is a videogame based on the world's most popular board game. The rules are almost the same, and up to eight human or computer players can compete. Choose your token — and watch the animation as your dog, car, top hat, or other token moves around the board then wheel and deal as you buy or auction properties. But be careful! If you land on the "Go to Jail" square, the constable literally collars you and drags you off to prison.

Parker Brothers is also working on Trivial Pursuit, another best-selling board game. Players can choose from 30 different categories (including questions from the 1980; Silver Screen, and Sports editions), and they can customize their question topics or let the computer pion a random sampling of categories.

Up to four human and computer opponents can participate. Competitors match wits with either human or computer opponents. The computer players — Holly Wood, Deke Athlon, Joe Average, Mme. Musique, Amdt Sharp, and Professor Prune — each have his or fown skill level and subject specialty.



Use sharp strategy and trading abilities to build your real estate empire in *Monopoly*.

#### Take to the Skies with Air Combat

o you have what it takes to be

Test your mettle when Activision reases Ultimate Air Combat, a four-megabit memory flight simulator for NES. As a top-notch pilot flying dangerous missions from an aircraft carrier, you can choose one of three elite jet fighter — F-14 Tomcat, F-18 Hornet, or Harrier, each with its own flight characteristics and cockpit displays.

You've got more than 30 mission to fly, including oil field assaults, sea attacks, and harbor strikes. You can select Phoenix missiles, Vulcan cannons, Mavericks, guided bombs, lasers, or experimental Thunderballs as your weaponry for air-to-air and air-to-ground combat.

Ultimate Air Combat will use realistic sound effects and digitized voice samples to add to its battle authenticity.



Ultimate Air Combat gives your plane a deadly payload.

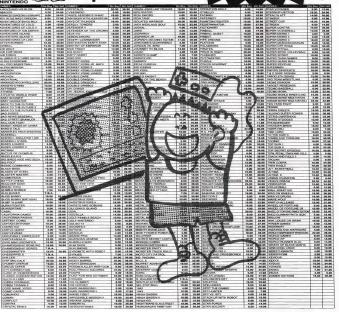
#### **ADVERTISER'S INDEX**

COMPANY	PAGE NUMBER	COMPANY PAGE NU	MBER
Acclaim/LJN	IFC, 1	Ocean	39
Arcadia	37	SOFEL	13
Bondwell	35	Taito	11
CSG Imagesoff	6-7,27	Try Soft	96
Capcom	IBC	Ultimate Game Club	91
Data East	BC	Visco Enterprises	94-95
Game Dude	92		
HAL America	5	Game Player's	
Jaleco	. 9	subscription	47
Koei	25	Strategy Guide	
Mindscape	31	to Nintendo Games	17
NEC	28-29	Sega Genesis	
		Strategy Guide	33



WE PAY
THE
HIGHEST
PRICES!!

## YOUR OLD





To Sell Games to Video Gameland

To Buy Games from Video Gameland.









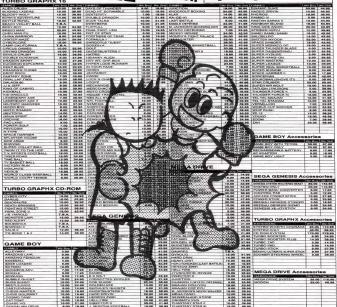






## TO ORDER CALLNOW! (213) 792-1190 AT THE LOWEST PRICES!! TURBO GRAPHX 16





and Much Much More!! We also trade any game cassette not shown in this chart. Please feel free to ask us. also IMPORTED GAME CASSETTES from JAPAN!!

PHONE (

TERMS	AND	CONDI	TIONS

Picco may ray without motion. Were Grammatine seeks to depth to be more may once All orders of more than you. Picco may ray without motion. Were Grammatine seeks to depth to be more may once All orders of more than you. Cardies or Co.O. For missing box or immediate we deduct \$1 sees. To be yield not instruction and \$81 sees. This picco cardies or Co.O. For missing box or immediate we deduct \$1 sees. To be yield not explore and \$11 sees primed \$80, past \$1 st. The immediate of the picco sees. The contraction of the picco cardies of the man and picco sees. When Cameradia purameter all mechanisms to ever day see manual. It observes well mechanism class, but seed and the picco past of the picco past of

DRDER FORM /IDEO GAME LAND PLAZA 1000 #D, 1000 TORRANCE ( REDONDO BEACH, CA 90277	BLVD.	APRNIN
LEASE CHECK ONE: D I WANT TO I		
ADDRESS	OTATE	700

SIGNATURE \_\_\_\_\_

### Modern **Programming** for the **IN Generation**





Ever piloted a submarine? How about talk to a dolphin? Do it all and more with Star Tropics." Nintendo quality shines with this new game.



Mario at his best. This is the highest rated game ever reviewed by Try Soft. Take Mario through new worlds and into new adventures. 1990 Top Seller.

342.99

\$24.99



Portable Game Boy allows the fun to go where you go. Exciting games make the Game Boy® a "must" when you need that portable challenge.

889.99



always better than one. Now up to four people can play in head to head action with the NES Four Score.

Four heads are

A real prescription for success and

fun. Dr. Mario throws the vitamins and you position them to heal a victory.

ORDER TODAY





Call for monthly promotions and latest releases.











will fly over enemy territory to avoid the walking time bombs

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a

USA

few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.





### **MORE ACTION THAN A CARTRIDGE CAN HOLD!**

The world's been destroyed by Dr. Faryan, a possessed and twisted madman.

But one buff warrior's been granted magical powers of the wolf.

And when he finds Faryan, the fur and fangs will fly.

Werewolf, The Last Warrior.

Slammin' action for your Nintendo Entertainment System.

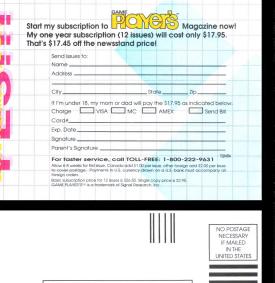






Data East USA, Inc., 1850 Little Orchard St., San Jose, CA 95125 (408) 286-7074

Data East USA, Inc. Werewolf, The Last Warrior is a registered trademark of Data East USA, Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.



#### **BUSINESS REPLY MAIL** FIRST CLASS MAIL PERMIT NO. 1149 BOULDER, CO

GAME

P.O. Box 51410

POSTAGE WILL BE PAID BY ADDRESSEE

BOULDER, CO 80321-1410

Haldlandhaldadhalladadhalladhallad

# GAME

	You pay iu	et \$14.05	
	You save	\$8.75	
Single Copy Price	e (6 Issues)	\$23.70 Per Year	

Send issues to: Name \_\_\_\_ Address\_

Basic subscription rate is \$21.50. Single copy price is \$3.95.

YESI I'll pay \$14.95 as indicated below.

Charge VISA MC AmEX Send bill Card #\_

Signature \_

Parent's Signature (If I'm under 18)

Allow 6-8 weeks for first issue. Canada add \$1.00 per issue, other foreign orders add \$2.00 per issue to cover postage. Payments in U.S. currency drawn on a U.S. bank must accompany all foreign orders. Sega is a registered trademark of Sega of America, Inc

For faster service, call TOLL-FREE 1-800-222-9631



NECESSARY IF MAILED IN THE UNITED STATES

#### **BUSINESS REPLY MAIL**

FIRST CLASS MAIL

PERMIT NO. 1149

POSTAGE WILL BE PAID BY ADDRESSEE

ACNO:



P.O. Box 56324 BOULDER, CO 80323-6324

Haldboodlooklollolloodlooklollollol

